HORRORFPS KIT

VERSION 1.32

MANUAL

THANKS FOR BUYING HORROR FPS KIT!

If you like my assets please go to my channel:
https://www.youtube.com/c/ThunderWireGamesIndie

and check out my tutorials and game developments :)

also check out my website:

http://www.twgamesdev.com

ABOUT HFPSKIT

HFPS KIT IS EASY SOLUTION TO BUILD YOUR OWN HORROR GAME WITH MANY COOL FEATURES THAT HAVE MOST HORROR GAMES, INCLUDES ALL THE FEATURES NEEDED TO BUILD UP AN YOUR OWN HORROR GAME. CONTAINS A LOT OF READY TO USE ASSETS, JUST DRAG AND DROP

SUMMARY

ALL FEATURES (VERSION 1.32)

PLAYER FUNCTIONS

- FULLY FUNCTIONAL PLAYER CONTROLLER (WALK, RUN, JUMP, CROUCH, LADDER CLIMBING)
- FOOTSTEPS SYSTEM WITH SOUNDS
- DRAG RIGIDBODY SYSTEM (ROTATE, ZOOM, THROW)
- EXAMINE AND PAPER READ SYSTEM (ROTATE, EXAMINE)
- INVENTORY SYSTEM (ADD, REMOVE, MOVE, REPLACE, USE, COMBINE)
- FALL DAMAGE
- PLAYER LEAN
- ZOOM EFFECT
- INTERACT SYSTEM
- UI CROSSHAIR

OBJECT PICKUPS

- CUSTOM OBJECT PICKUP SCRIPT
- FLASHLIGHT PICKUP
- FLASHLIGHT BATTERY PICKUP
- CANDLE PICKUP
- LOCKED DOOR KEY PICKUP
- INVENTORY ITEM PICKUP
- BACKPACK PICKUP (EXPAND INVENTORY)

DYNAMIC FUNCTIONS

- DYNAMIC OBJECT MANAGER (DOOR, LEVER, DRAWER, MOVABLE INTERACT)
- DRAGGABLE DOOR (NORMAL, LOCKED, JAMMED)
- DRAGGABLE LEVER
- DRAGGABLE DRAWER
- KEYPAD

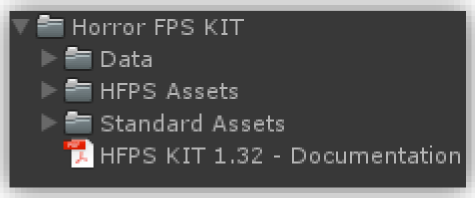
MORE FUNCTIONS

- CONFIG MANAGER (YOU CAN SAVE AND READ YOU OWN .CFG FILES)
- CONFIG READER
- REBINDABLE INPUT MANAGER
- MAIN MENU, PAUSE MENU, OPTIONS (GENERAL, GRAPHIC, CONTROLS)
- JUMPSCARE ANIMATION (SCARED BREATHING, SCARED EFFECT)
- FLOATING ICON (ICON FLOATING ON OBJECT)
- SNAPABLE ANTIQUE WALLS (46 PREFABS)
- AMBIENCE SOUND CHANGE
- AMBIENCE MUTE ZONE
- INTERACTABLE LAMPS
- FLICKERING LAMPS
- SIMPLE HINT MANAGER
- PICKUP NOTIFICATION
- ADDED NEW MODELS (PROPS, DOORS, WALLS, FLOORS, PROPS)
- NEW HORROR EXAMPLE SCENE
- BUG FIXES AND IMPROVEMENTS
- FULLY FUNCTIONAL IMPROVED UI

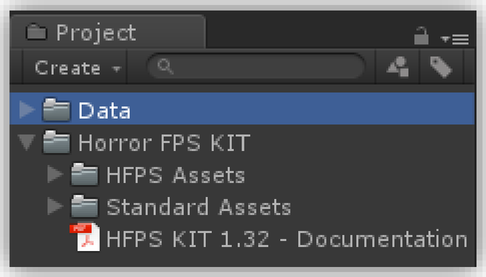
PROJECT SETUP (SETUP NEW SCENE)

IS RECOMMENDED IMPORT HFPSKIT TO EMPTY PROJECT!

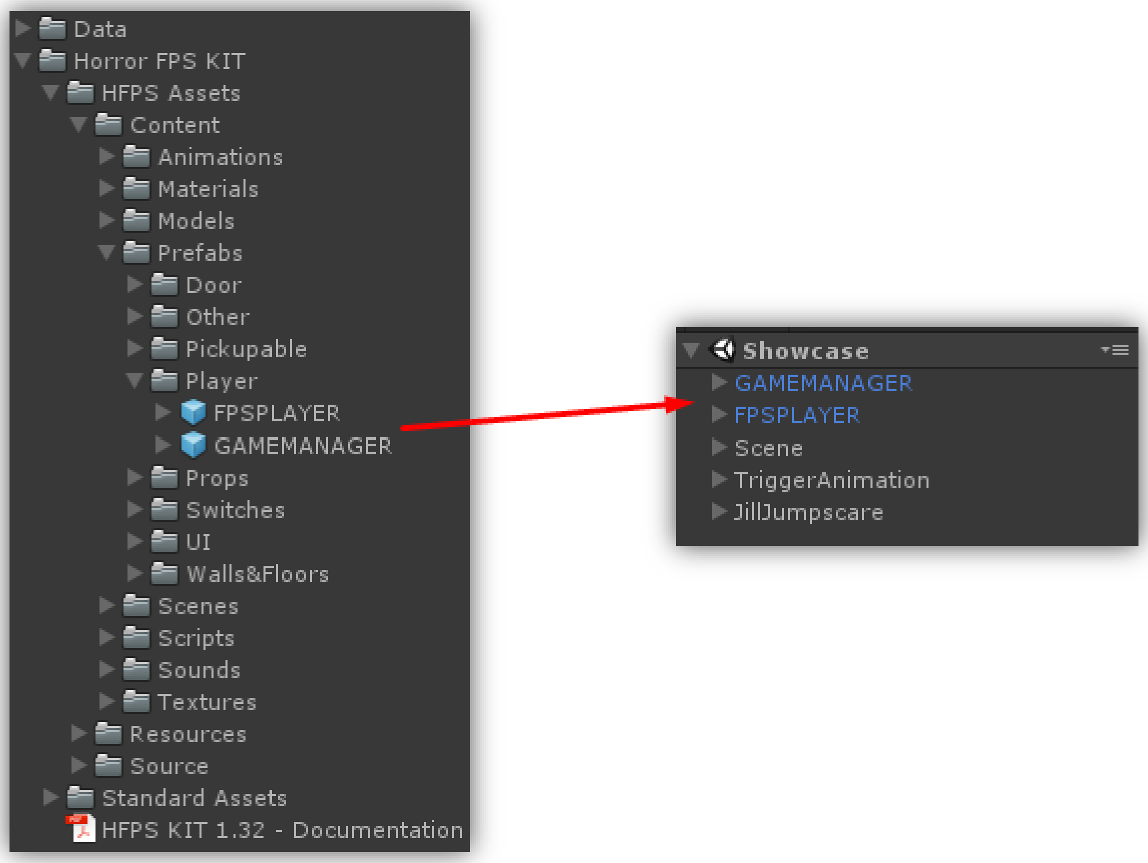
1. IMPORT HFPS KIT TO EMPTY PROJECT (ALL PROJECT SETTINGS WILL BE OVERWRITTEN!)



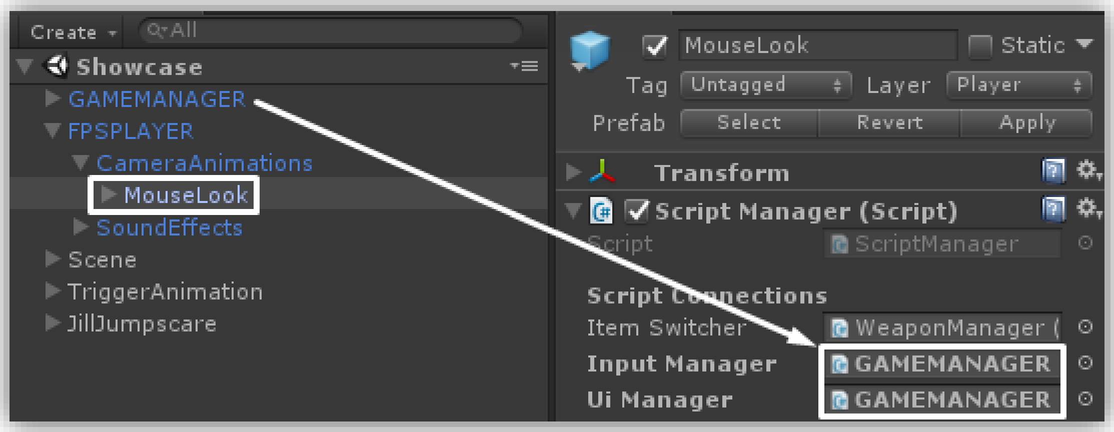
2. MOVE **DATA** FOLDER TO YOUR PROJECT ASSET FOLDER



3. THEN GO TO **HFPS ASSETS -> CONTENT -> PREFABS -> PLAYER** AND DRAG **GAMEMANAGER** AND **FPSPLAYER** TO YOUR SCENE



4. THE IMPORTANT STEP IS SETUP SCRIPT CONNECTIONS! (CONNECT **GAMEMANAGER** WITH **FPSPLAYER**)

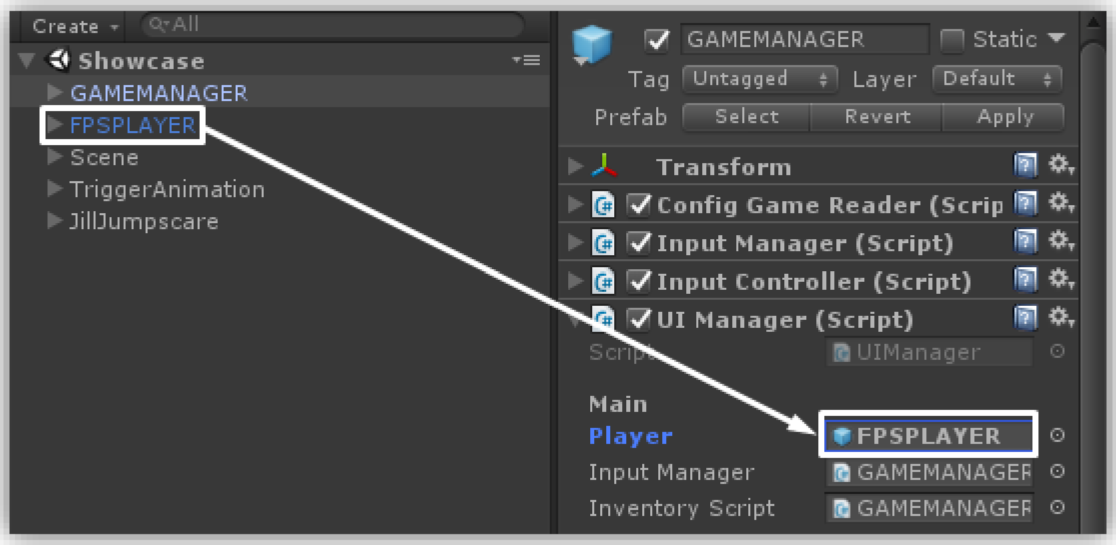


Create ▾ All

Showcase
- GAMEMANAGER
- FPSPLAYER
  - CameraAnimations
    - MouseLook
  - SoundEffects
- Scene
- TriggerAnimation
- JillJumpscare

MouseLook Static
Tag Untagged Layer Player
Prefab Select Revert Apply
Transform
Script Manager (Script)
Script ScriptManager
Script Connections
Item Switcher WeaponManager (
Input Manager GAMEMANAGER
Ui Manager GAMEMANAGER

5. THEN YOU MUST CONNECT FPSPLAYER GAMEOBJECT WITH UIMANAGER

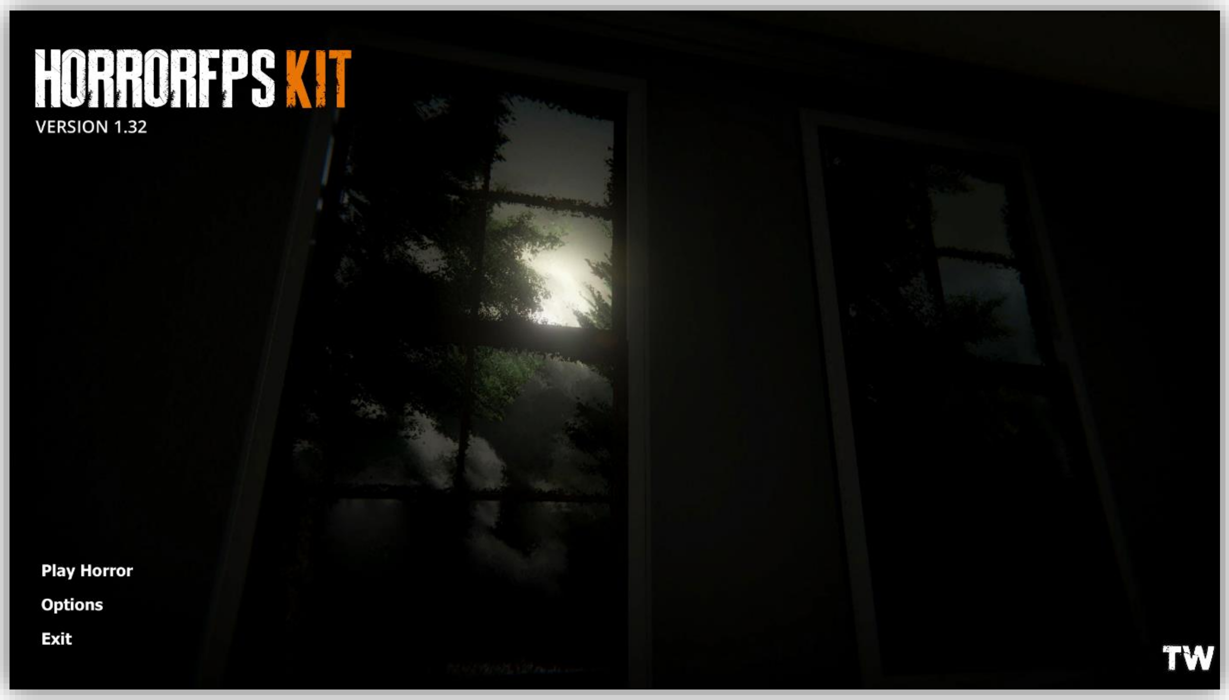


Create ▾ All

Showcase
- GAMEMANAGER
- FPSPLAYER
- Scene
- TriggerAnimation
- JillJumpscare

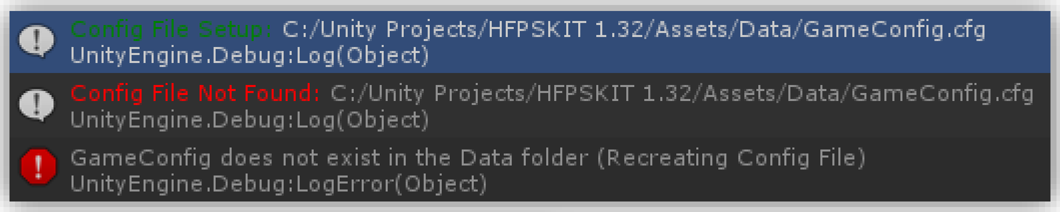
GAMEMANAGER Static
Tag Untagged Layer Default
Prefab Select Revert Apply
Transform
Config Game Reader (Scrip
Input Manager (Script)
Input Controller (Script)
UI Manager (Script)
Script UIManager
Main
Player FPSPLAYER
Input Manager GAMEMANAGER
Inventory Script GAMEMANAGER

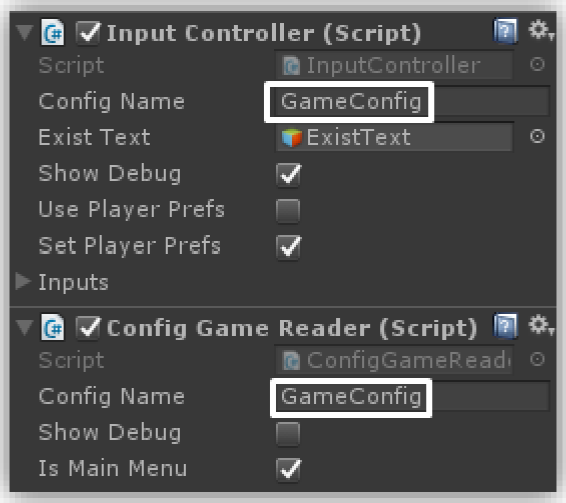
6. **RUN HFPS FROM MAIN MENU TO SET GAMECONFIG LOCATION!! (IMPORTANT) WITHOUT IT PLAYER WILL NOT MOVE**



SETUP CONFIG NAME

FOLDER NAMED **DATA** IS NOW DEFAULT FOLDER TO STORE GAMECONFIG.
IF **GAMECONFIG** DOES NOT EXIST IN **DATA** FOLDER YOU NEED TU RUN GAME FROM MAIN MENU TO RECREATE IT WITH DEFAULT VALUES.
MAIN MENU:


```
Config File Setup: C:/Unity Projects/HFPSKIT 1.32/Assets/Data/GameConfig.cfg
UnityEngine.Debug:Log(Object)
Config File Not Found: C:/Unity Projects/HFPSKIT 1.32/Assets/Data/GameConfig.cfg
UnityEngine.Debug:Log(Object)
GameConfig does not exist in the Data folder (Recreating Config File)
UnityEngine.Debug:LogError(Object)
```


Input Controller (Script)

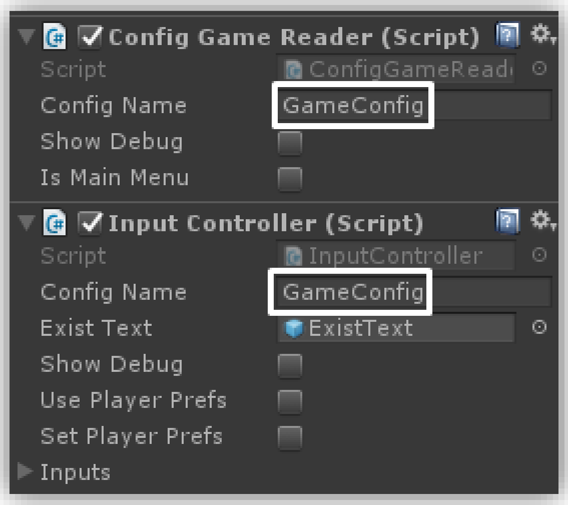
Script	InputController
Config Name	GameConfig
Exist Text	ExistText
Show Debug	✓
Use Player Prefs	
Set Player Prefs	✓
Inputs	

Config Game Reader (Script)

Script	ConfigGameRead
Config Name	GameConfig
Show Debug	
Is Main Menu	✓

YOU CAN CHOOSE **USEPLAYERPREFS** TO SAVE **CONFIGNAME** AS A DEFAULT CONFIG. WITHOUT IT YOU MUST GO TO ALL GAME SCENES AND CHANGE DEFAULT CONFIGNAME MANUALLY.

GAME SCENE:

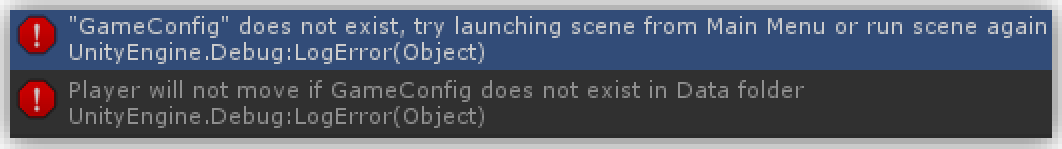

Config Game Reader (Script)

Script	ConfigGameRead
Config Name	GameConfig
Show Debug	
Is Main Menu	

Input Controller (Script)

Script	InputController
Config Name	GameConfig
Exist Text	ExistText
Show Debug	
Use Player Prefs	
Set Player Prefs	
Inputs	

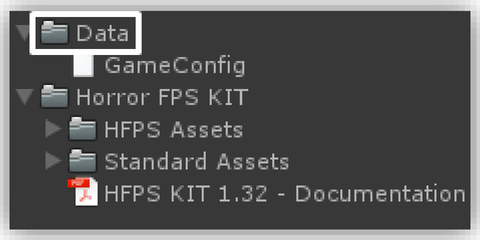
WITHOUT IT YOU WILL GET THESE ERRORS:


```
"GameConfig" does not exist, try launching scene from Main Menu or run scene again
UnityEngine.Debug:LogError(Object)
Player will not move if GameConfig does not exist in Data folder
UnityEngine.Debug:LogError(Object)
```

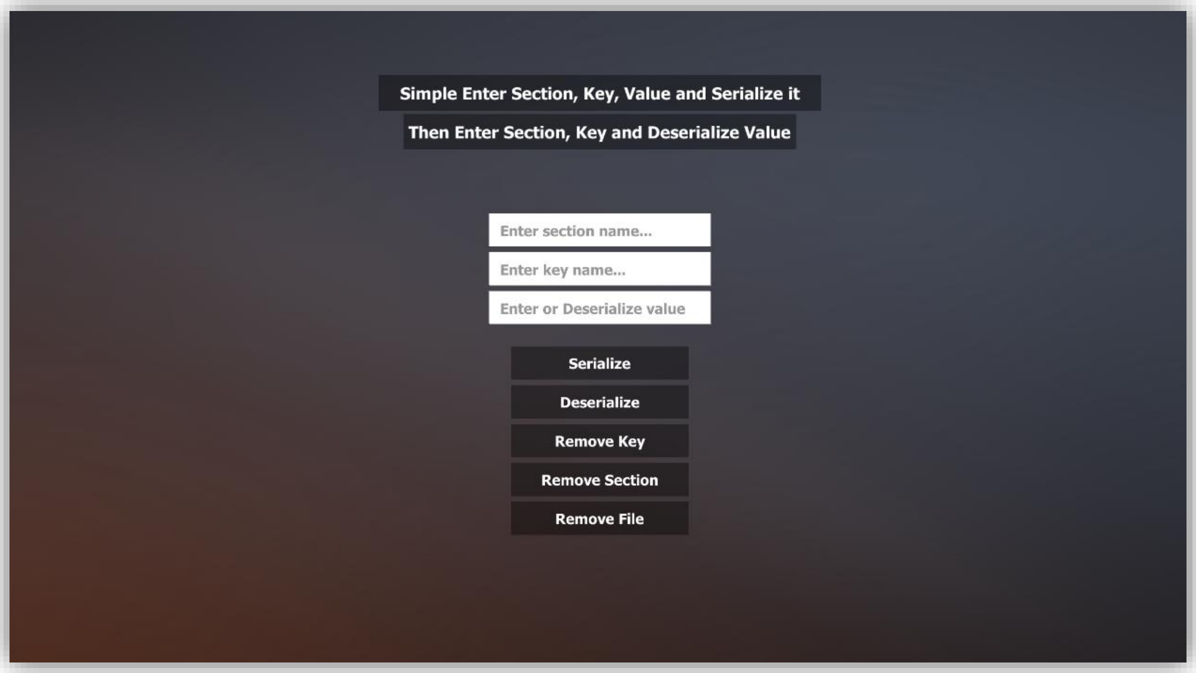
CONFIG MANAGER

IS SIMPLE SERIALIZATION MANAGER TO SAVE AND READ YOUR OWN .CFG FILES

- ALL CONFIG FILES IS STORED INSIDE PROJECT OR INSIDE EXPORTED GAME TO FOLDER NAMED **DATA**

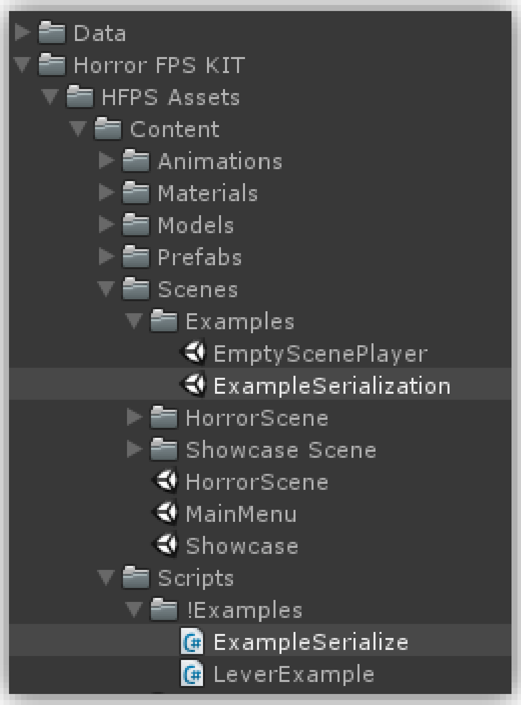


YOU CAN EASILY VIEW OR EDIT CONFIG BY THE **EXAMPLESERIALIZATION** SCENE


Simple Enter Section, Key, Value and Serialize it

Then Enter Section, Key and Deserialize Value

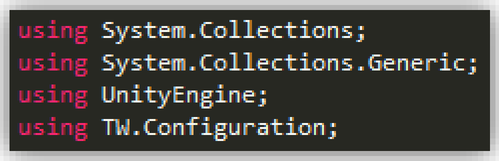
ALSO THE EXAMPLE SCRIPT FOR SERIALIZATION IS INCULDED IN SCRIPTS FOLDER



HOW TO SETUP CONFIG MANAGER TO OTHER SCRIPTS

1. SIMPLY BY ADDING NAMESPACE:

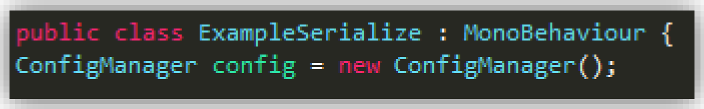
```
using TW.Configuration;
```



```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using TW.Configuration;
```

2. THEN YOU MUST ADD DEFINITION:

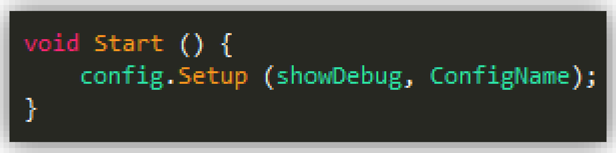
```
ConfigManager config = new ConfigManager();
```



```
public class ExampleSerialize : MonoBehaviour {
ConfigManager config = new ConfigManager();
```

3. AND THE MAIN PART IS SETUP CONFIG FOLDER AND NAME

```
config.Setup(ShowDebug(True, False), "ConfigName");
```



```
void Start () {
    config.Setup (showDebug, ConfigName);
}
```

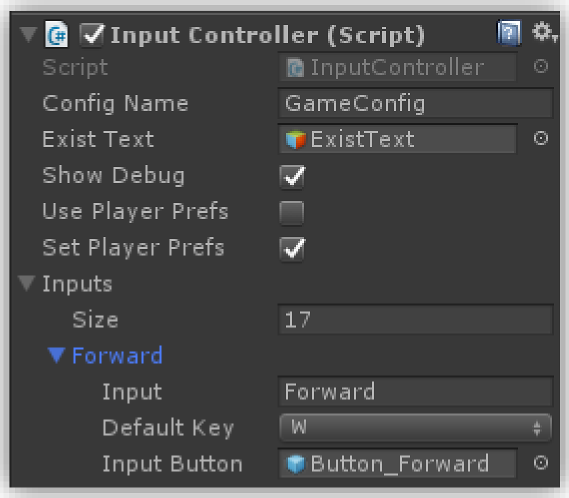
CONFIG MANAGER FUNCTIONS

config.Setup(Debug, "ConfigName"); - SETUP CONFIG DEBUGGING AND NAME
config.SetupFolder(Debug, Folder, "ConfigName") - SETUP CONFIG WITH FOLDER
config.Serialize("Section", "Key", "Value"); - SERIALIZE TO CONFIG FILE
config.Deserialize("Section", "Key"); - DESERIALIZE FROM CONFIG (STRING)
config.ContainsSection("Section"); - CHECK IF CONFIG HAVE SECTION (BOOL)
config.ContainsSectionKey("Section", "Key",); - CHECK IF SECTION HAVE KEY (BOOL)
config.ContainsKeyValue("Section", "Key", "Value",); - CHECK IF KEY HAVE VALUE (BOOL)
config.RemoveSectionKey ("Section", "Key"); - REMOVE KEY FROM SECTION
config.RemoveSection ("Section"); - REMOVE SECTION FROM CONFIG FILE
config.GetSectionKeys ("Section"); - GET COUNT OF SECTION KEYS (INT)
config.ExistFile ("ConfigFolder", "ConfigName "); - CHECK IF CONFIG EXIST (BOOL)
config.ExistFileInFolder ("File", "Folder "); - CHECK IF CONFIG EXIST IN FOLDER (BOOL)
config.ExistFileWithPath("FullPath", "File"); - CHECK IF CONFIG EXIST IN PATH (BOOL)
config.RemoveFile("File"); - REMOVE FILE FROM DATA FOLDER
config.DuplicateFile("File", "Name"); - DUPLICATE FILE
config.GetDataPath(); - GET FULLPATH TO THE DATA FOLDER (STRING)
config.GetFileAndPath("File"); - GET FULLPATH TO THE FILE (STRING)
config. GetFileAndPathFolder("File", "Folder"); - GET FULLPATH TO THE FILE INSIDE FOLDER (STRING)

INPUT MANAGER (REBINDABLE INPUT)

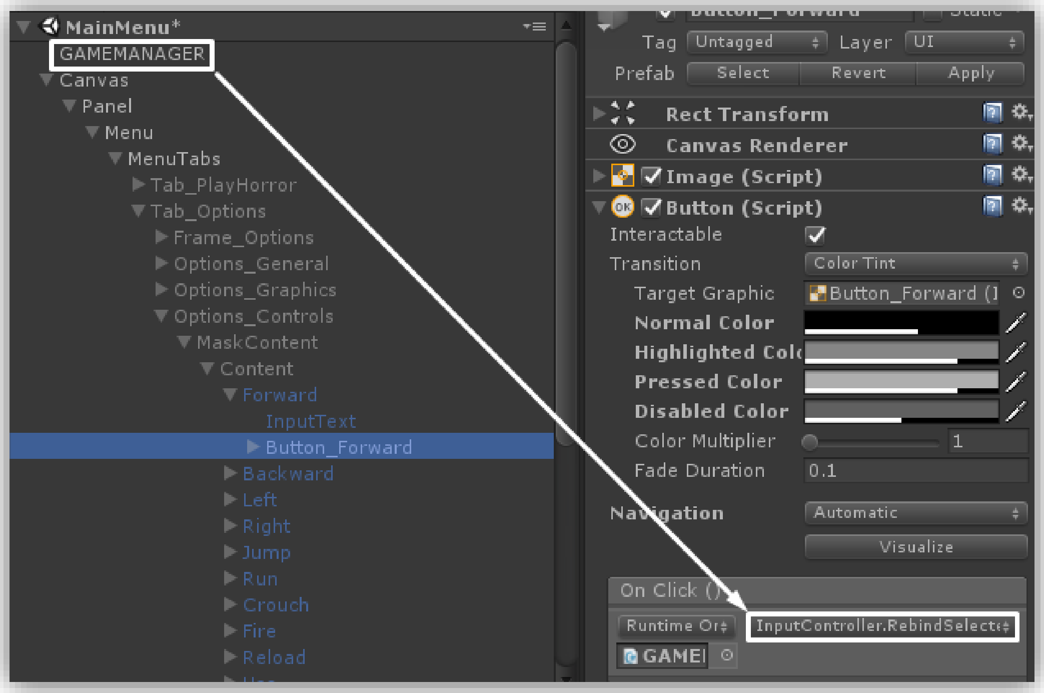
HOW TO SETUP NEW INPUT

1. GO TO **HFPS ASSETS -> CONTENT -> SCENES** AND OPEN FOR EXAMPLE **MAINMENU** SCENE
2. SELECT **GAMEMANAGER**
3. IF YOU WANT CHANGE CONFIG FILE NAME YOU CAN CHANGE IT IN **INPUTCONTRLLER.CS** BY CHANGING **CONFIGNAME**
4. IF YOU WANT ADD NEW INPUT GO TO **INPUTCONTRLLER.CS** SCRIPT AND ADD NEW ELEMENT FOR EXAMPLE I ADD NEW INPUT NAMED FORWARD



Input Controller (Script)
Script: InputController
Config Name: GameConfig
Exist Text: ExistText
Show Debug: ✓
Use Player Prefs: ☐
Set Player Prefs: ✓
Inputs
Size: 17
Forward
Input: Forward
Default Key: W
Input Button: Button_Forward

5. IN ELEMENT **INPUT** MEANS INPUT NAME AND SERIALIZED KEY NAME
   - **DEFAULT KEY** MEANS INPUT KEY
   - AND **INPUT BUTTON** IS FOR UI
6. THEN DUPLICATE OTHER OR CREATE NEW BUTTON WITH SAME CHILD OBJECTS! (IN BUTTON CHILD TEXT MUST BE ALWAYS FIRST)
7. AND THE LAST STEP IS DEFINE WHAT BUTTON DO WHEN YOU CLICK ON IT (SELECT **InputController.RebindSelected**)



MainMenu*
GAMEMANAGER
Canvas
Panel
Menu
MenuTabs
Tab_PlayHorror
Tab_Options
Frame_Options
Options_General
Options_Graphics
Options_Controls
MaskContent
Content
Forward
InputText
Button_Forward
Backward
Left
Right
Jump
Run
Crouch
Fire
Reload

Tag: Untagged Layer: UI
Prefab: Select Revert Apply
Rect Transform
Canvas Renderer
Image (Script)
Button (Script)
Interactable: ✓
Transition: Color Tint
Target Graphic: Button_Forward (I
Normal Color
Highlighted Colo
Pressed Color
Disabled Color
Color Multiplier: 1
Fade Duration: 0.1
Navigation: Automatic
Visualize
On Click ()
Runtime On: InputController.RebindSelected
GAME

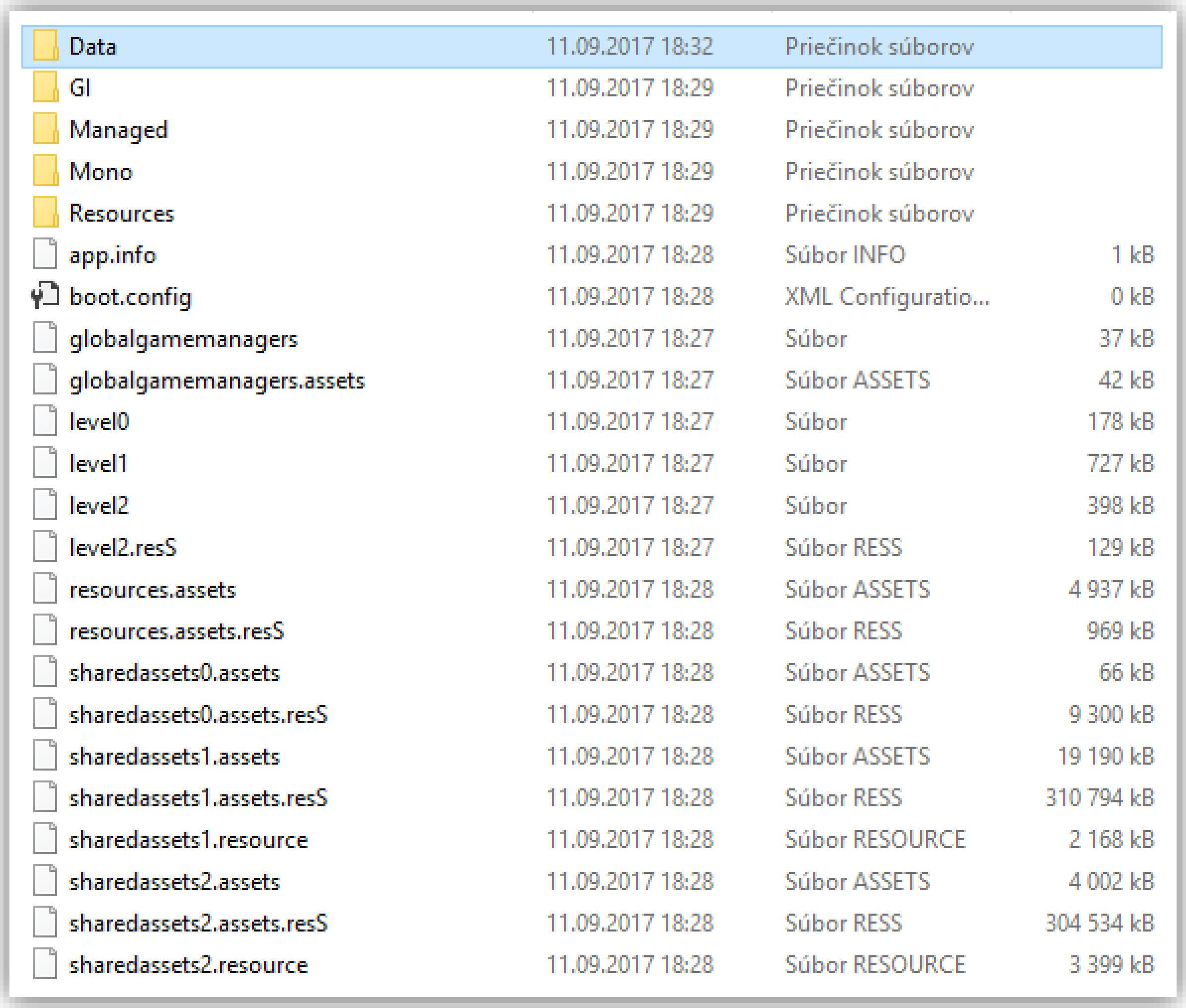
USING CONFIG IN BUILDED GAME *

THIS IS IMPORTANT PART

WHEN YOU BUILD GAME THE CREATED CONFIG WITH INPUT DOES NOT COME TO BUILDED GAME LOCATION! YOU MUST COPY **DATA** FOLDER TO GAME BUILD LOCATION "**/YOURGAME_DATA/**"

OR

WHEN YOU START GAME AND CONFIG DOES NOT EXIST IN THE DATA FOLDER THE **InputController.cs** SCRIPT AUTOMATICALLY CREATE CONFIG FILE SO YOU DOESN'T NEED TO COPY FROM PROJECT.

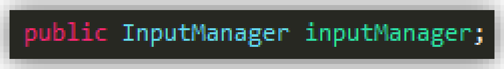


Data	11.09.2017 18:32	Priečinok súborov	
GI	11.09.2017 18:29	Priečinok súborov	
Managed	11.09.2017 18:29	Priečinok súborov	
Mono	11.09.2017 18:29	Priečinok súborov	
Resources	11.09.2017 18:29	Priečinok súborov	
app.info	11.09.2017 18:28	Súbor INFO	1 kB
boot.config	11.09.2017 18:28	XML Configuratio...	0 kB
globalgamemanagers	11.09.2017 18:27	Súbor	37 kB
globalgamemanagers.assets	11.09.2017 18:27	Súbor ASSETS	42 kB
level0	11.09.2017 18:27	Súbor	178 kB
level1	11.09.2017 18:27	Súbor	727 kB
level2	11.09.2017 18:27	Súbor	398 kB
level2.resS	11.09.2017 18:27	Súbor RESS	129 kB
resources.assets	11.09.2017 18:28	Súbor ASSETS	4 937 kB
resources.assets.resS	11.09.2017 18:28	Súbor RESS	969 kB
sharedassets0.assets	11.09.2017 18:28	Súbor ASSETS	66 kB
sharedassets0.assets.resS	11.09.2017 18:28	Súbor RESS	9 300 kB
sharedassets1.assets	11.09.2017 18:28	Súbor ASSETS	19 190 kB
sharedassets1.assets.resS	11.09.2017 18:28	Súbor RESS	310 794 kB
sharedassets1.resource	11.09.2017 18:28	Súbor RESOURCE	2 168 kB
sharedassets2.assets	11.09.2017 18:28	Súbor ASSETS	4 002 kB
sharedassets2.assets.resS	11.09.2017 18:28	Súbor RESS	304 534 kB
sharedassets2.resource	11.09.2017 18:28	Súbor RESOURCE	3 399 kB

HOW TO DESERIALIZE NEW ADDED INPUT

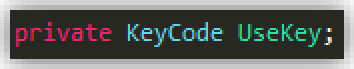
- FOR EXAMPLE OPEN **InteractManager.cs** SCRIPT IN SCRIPT EDITOR
- IN **GAMEMANAGER** YOU HAVE **InputManager.cs** SCRIPT THAT DESERIALIZES INPUT SAVED IN CONFIG FILE
- IF YOU HAVE NEW SCRIPT YOU MUST CONNECT IT WITH **InputManager.cs**

1. CONNECT SCRIPT WITH **InputManager.cs**



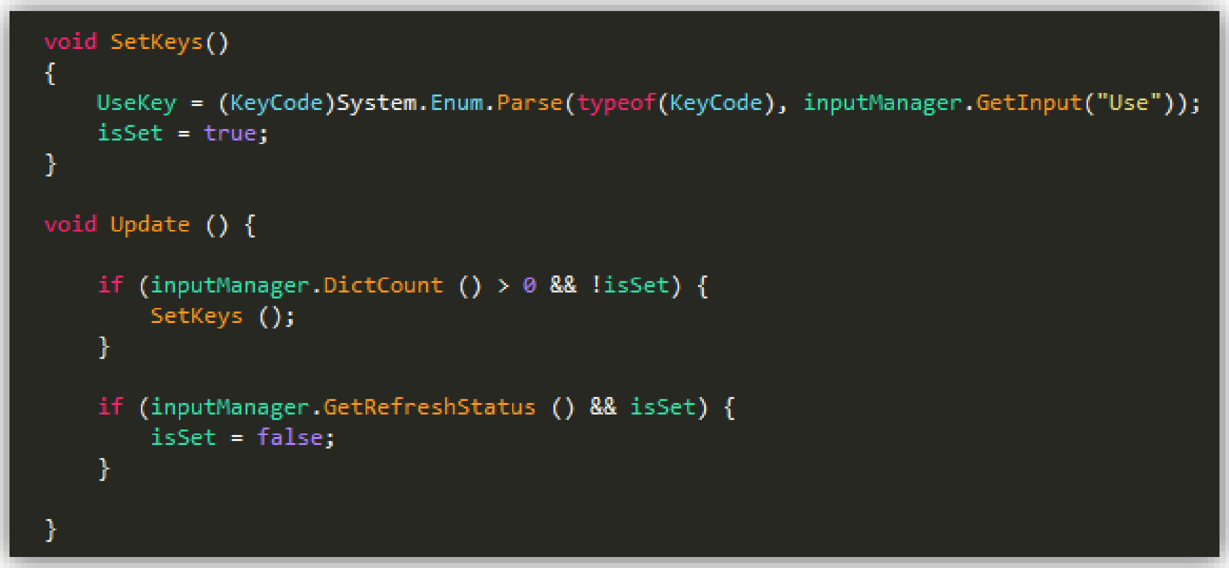
```
public InputManager inputManager;
```

2. DEFINE YOUR NEW KEYCODE



```
private KeyCode UseKey;
```

3. THEN YOU NEED TO WRITE THIS MAIN PART OF THE SCRIPT



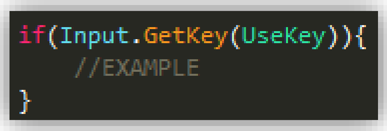
```
void SetKeys()
{
    UseKey = (KeyCode)System.Enum.Parse(typeof(KeyCode), inputManager.GetInput("Use"));
    isSet = true;
}

void Update () {

    if (inputManager.DictCount () > 0 && !isSet) {
        SetKeys ();
    }

    if (inputManager.GetRefreshStatus () && isSet) {
        isSet = false;
    }

}
```

- THIS SIMPLE SENTENCE CONVERTS SERIALIZED INPUT TO KEYCODE
- WHEN YOU REBIND INPUT IN PAUSEMENU THE SCRIPT AUTOMATICALLY DESERIALIZES ALL INPUTS AGAIN

EXAMPLE TO CONVERT FORWARD INPUT:

ForwardKey = (KeyCode)System.Enum.Parse(typeof(KeyCode),inputManager.GetInput("Forward"));

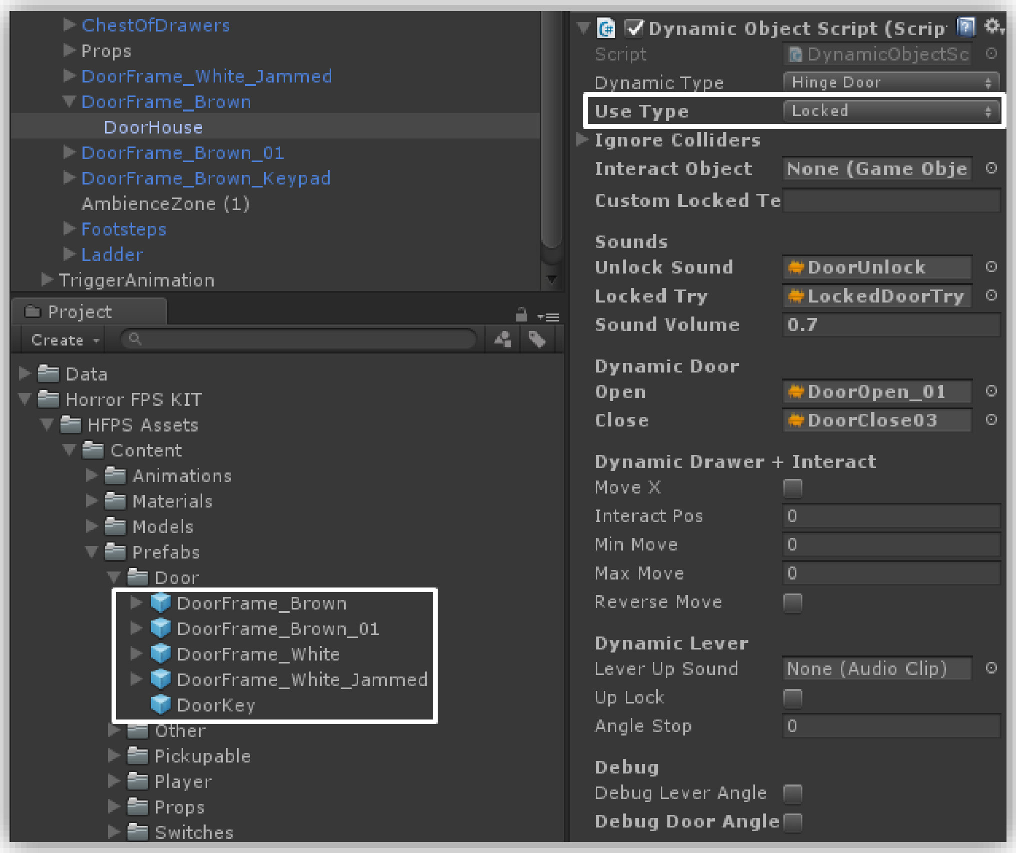
4. AND THEN YOU WILL ABLE TO USE SERIALIZED INPUT AS KEYCODE



```
if(Input.GetKey(UseKey)){
    //EXAMPLE
}
```

DYNAMIC OBJECTS (DYNAMIC MAMAGER)

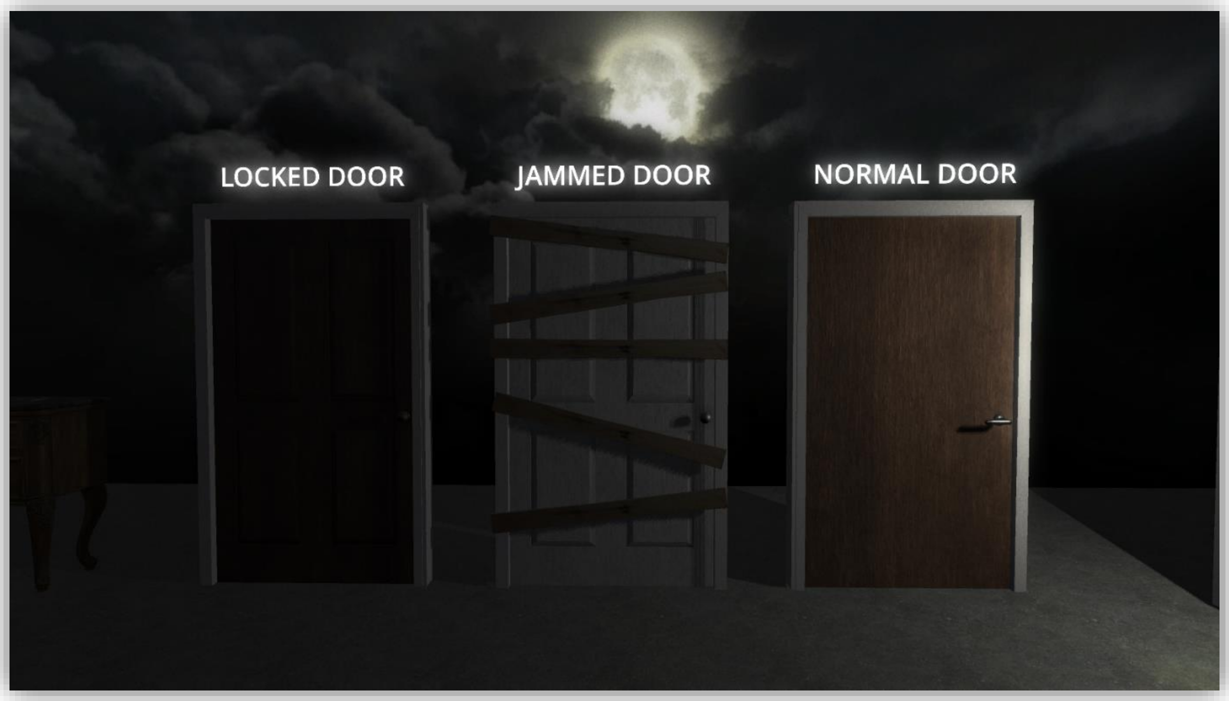
DYNAMIC DOOR



```
▶ ChestOfDrawers
▶ Props
▶ DoorFrame_White_Jammed
▼ DoorFrame_Brown
    DoorHouse
▶ DoorFrame_Brown_01
▶ DoorFrame_Brown_Keypad
  AmbienceZone (1)
▶ Footsteps
▶ Ladder
▶ TriggerAnimation

Project
Create

▶ Data
▼ Horror FPS KIT
  ▼ HFPS Assets
    ▼ Content
      ▶ Animations
      ▶ Materials
      ▶ Models
      ▼ Prefabs
        ▼ Door
          ▶ DoorFrame_Brown
          ▶ DoorFrame_Brown_01
          ▶ DoorFrame_White
          ▶ DoorFrame_White_Jammed
            DoorKey
        ▶ Other
        ▶ Pickupable
        ▶ Player
        ▶ Props
        ▶ Switches
```

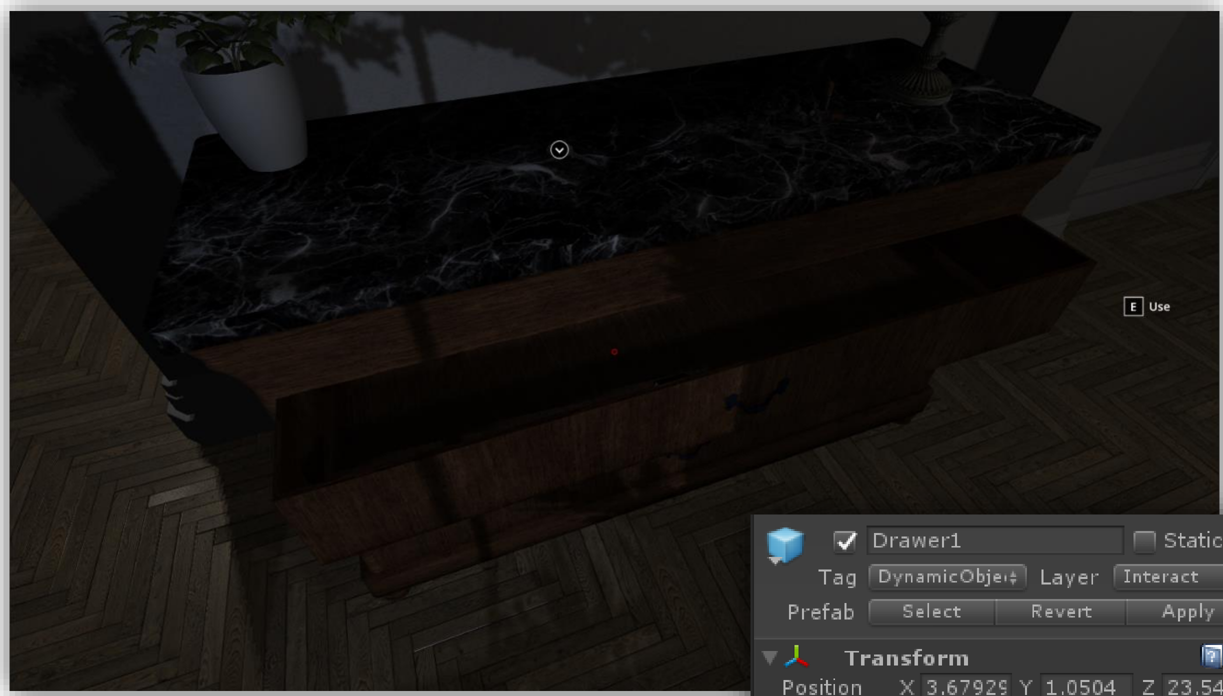
```
Dynamic Object Script (Scrip
Script                 DynamicObjectSc
Dynamic Type           Hinge Door
Use Type               Locked
▶ Ignore Colliders
Interact Object        None (Game Obje
Custom Locked Te

Sounds
Unlock Sound           DoorUnlock
Locked Try             LockedDoorTry
Sound Volume           0.7

Dynamic Door
Open                   DoorOpen_01
Close                  DoorClose03

Dynamic Drawer + Interact
Move X                 ☐
Interact Pos           0
Min Move               0
Max Move               0
Reverse Move           ☐

Dynamic Lever
Lever Up Sound         None (Audio Clip)
Up Lock                ☐
Angle Stop             0

Debug
Debug Lever Angle      ☐
Debug Door Angle       ☐
```

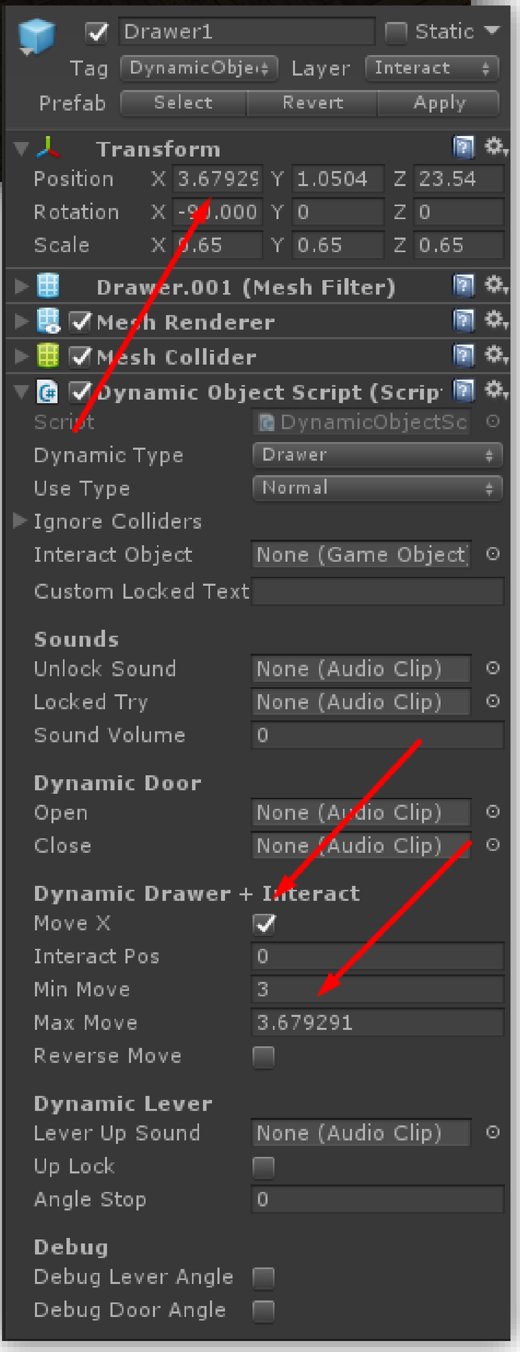
- YOU CAN SET DYNAMIC **USE TYPE** IN DYNAMIC OBJECT SCRIPT



- YOU CAN CHANGE **USE TYPE** STATE TO NORMAL, JAMMED AND LOCKED

DYNAMIC DRAWER

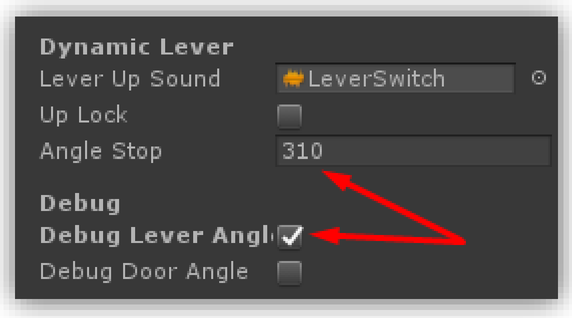




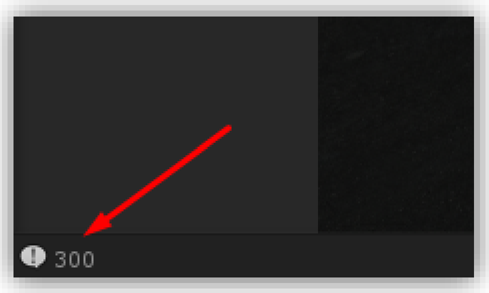
```
Drawer1                          Static
Tag  DynamicObje   Layer  Interact
Prefab  Select   Revert   Apply

Transform
Position   X 3.67929   Y 1.0504   Z 23.54
Rotation   X -90.000   Y 0        Z 0
Scale      X 0.65      Y 0.65     Z 0.65

Drawer.001 (Mesh Filter)
Mesh Renderer
Mesh Collider
Dynamic Object Script (Scrip
Script                 DynamicObjectSc
Dynamic Type           Drawer
Use Type               Normal
Ignore Colliders
Interact Object        None (Game Object)
Custom Locked Text

Sounds
Unlock Sound           None (Audio Clip)
Locked Try             None (Audio Clip)
Sound Volume           0

Dynamic Door
Open                   None (Audio Clip)
Close                  None (Audio Clip)

Dynamic Drawer + Interact
Move X                 ✓
Interact Pos           0
Min Move               3
Max Move               3.679291
Reverse Move           ☐

Dynamic Lever
Lever Up Sound         None (Audio Clip)
Up Lock                ☐
Angle Stop             0

Debug
Debug Lever Angle      ☐
Debug Door Angle       ☐
```

DRAWER **MIN** AND **MAX** MOVE POSITIONS IS NORMALLY SET BY **TRANSFORM X POSITION** BUT IF YOU USING CUSTOM DRAWER THAT NEEDS **TRANSFORM Z POSITION** YOU CAN CHECK OFF **MOVE X** BOOL AND USE **TRANSFORM Z POSITION**

DYNAMIC LEVER

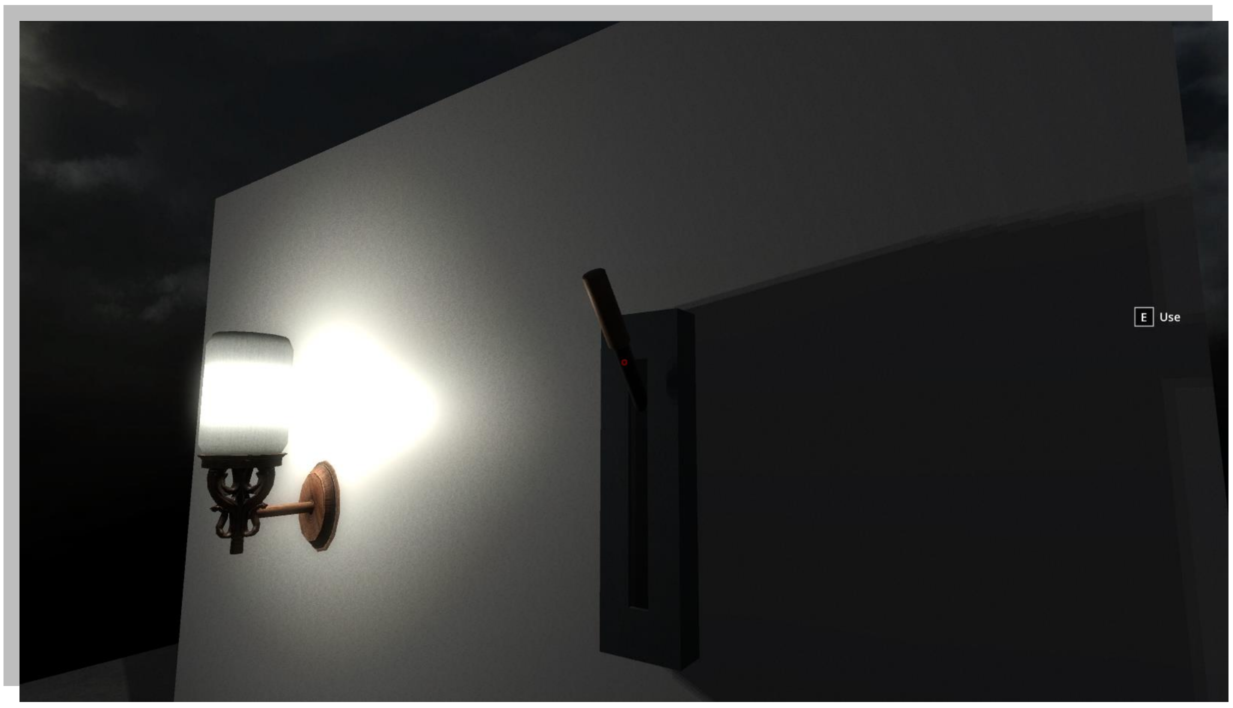


Dynamic Lever
Lever Up Sound: LeverSwitch
Up Lock: ☐
Angle Stop: 310
Debug
Debug Lever Angl: ✓
Debug Door Angle: ☐



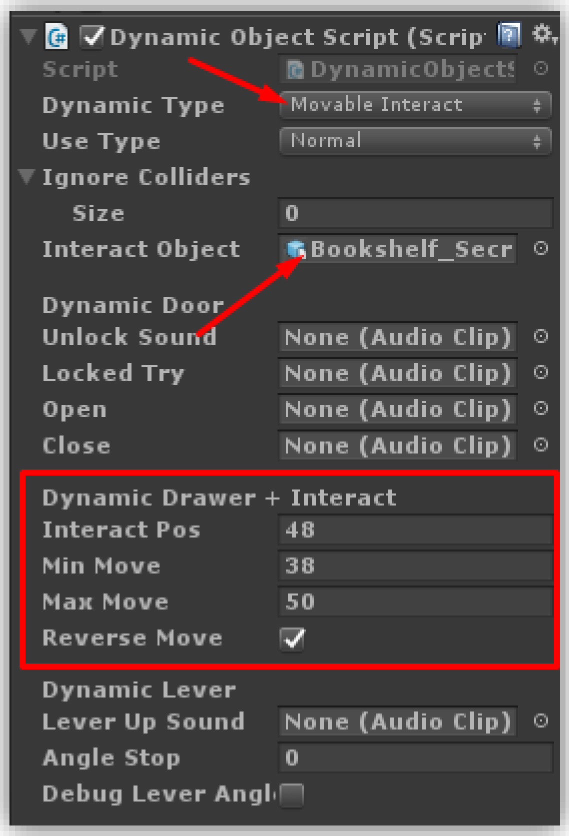
300

- FIRST YOU MUST DEFINE LEVER STOP ANGLE
- IF YOU SELECT **DEBUG LEVER ANGLE** YOU WILL GET MESSAGE IN DEBUG OF THE CURRENT LEVER ANGLE SO YOU CAN EASILY SET LEVER **ANGLE STOP**
- THEN YOU MUST SET **INTERACT OBJECT** GAMEOBJECT
- WHEN LEVER IS UP SCRIPT SENDS **"SwitcherUp"** MESSAGE TO **INTERACT OBJECT** AND WHEN LEVER IS DOWN SCRIPT SENDS **"SwitcherDown"** MESSAGE
- IF YOU MOVE LEVER UP AND YOU HAVE TICKED **UP LOCK** THE LEVER WILL LOCK ON UP STATE PERMANENTLY SO YOU CANT MOVE LEVER DOWN



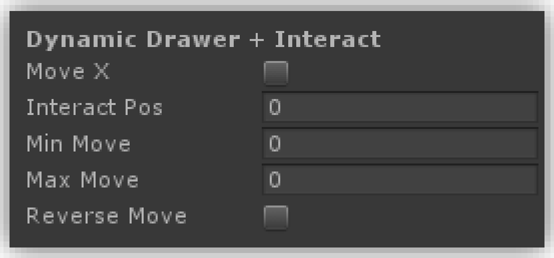
MOVABLE INTERACT

- THIS IS GOOD FOR MAKING SECRET ROOMS



Dynamic Object Script (Scrip

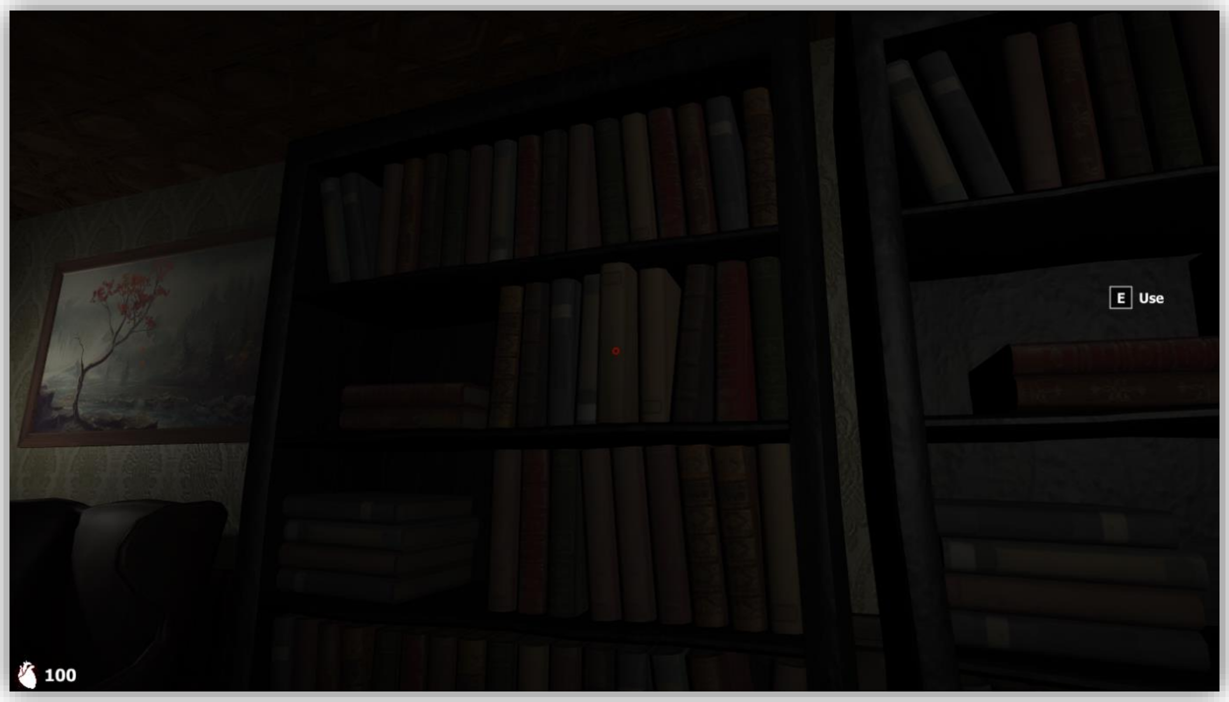
Script	DynamicObjectS
Dynamic Type	Movable Interact
Use Type	Normal
Ignore Colliders	
Size	0
Interact Object	Bookshelf_Secr
Dynamic Door	
Unlock Sound	None (Audio Clip)
Locked Try	None (Audio Clip)
Open	None (Audio Clip)
Close	None (Audio Clip)
Dynamic Drawer + Interact	
Interact Pos	48
Min Move	38
Max Move	50
Reverse Move	✓
Dynamic Lever	
Lever Up Sound	None (Audio Clip)
Angle Stop	0
Debug Lever Angl	☐



Dynamic Drawer + Interact

Move X	☐
Interact Pos	0
Min Move	0
Max Move	0
Reverse Move	☐

- THIS IS NORMALLY A DYNAMIC DRAWER BUT WITH INTERACT FUNCTION
- WHEN YOU TICK **MOVE X** BOOL THE SCRIPT WILL MOVE WITH TRANSFORM **X** POSITION
- WHEN THE POSITION **Z** OR **X** OF OBJECT IS IN INTERACT POSITION THE SCRIPT SEND **"Interact"** FUNCTION TO THE **INTERACT OBJECT**

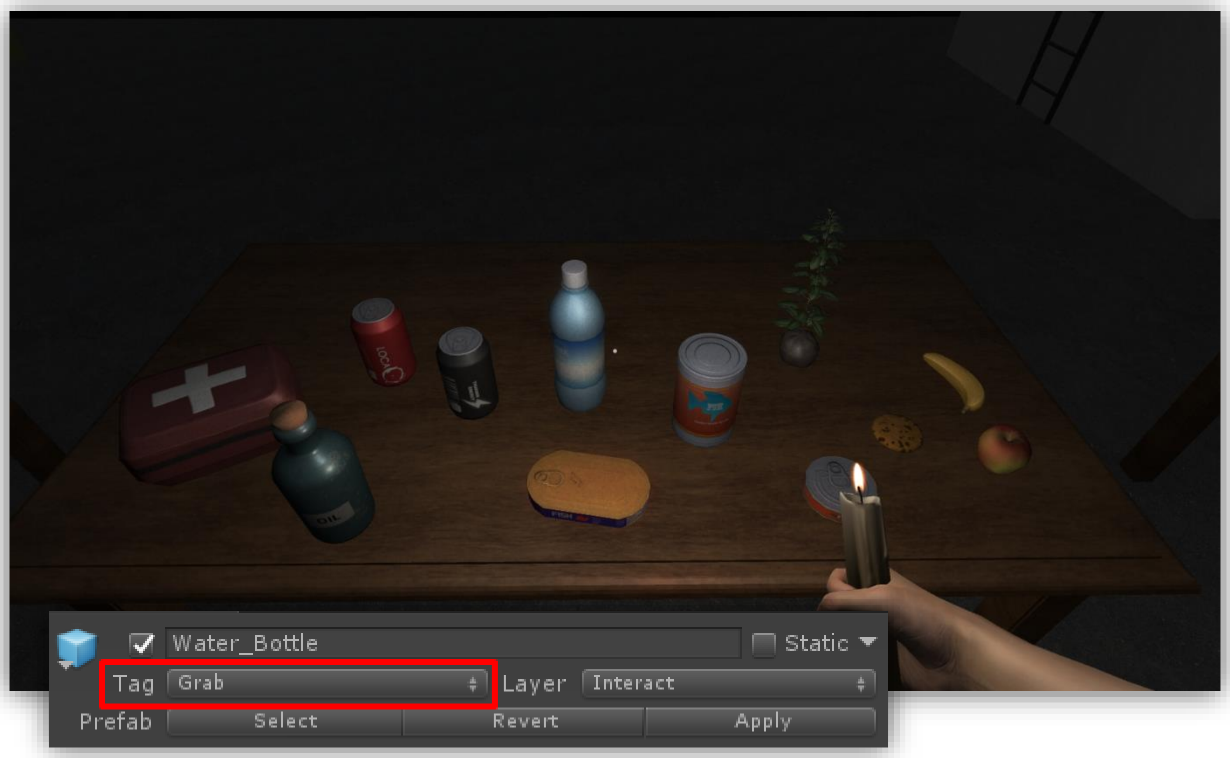


DRAGGABLE OBJECTS

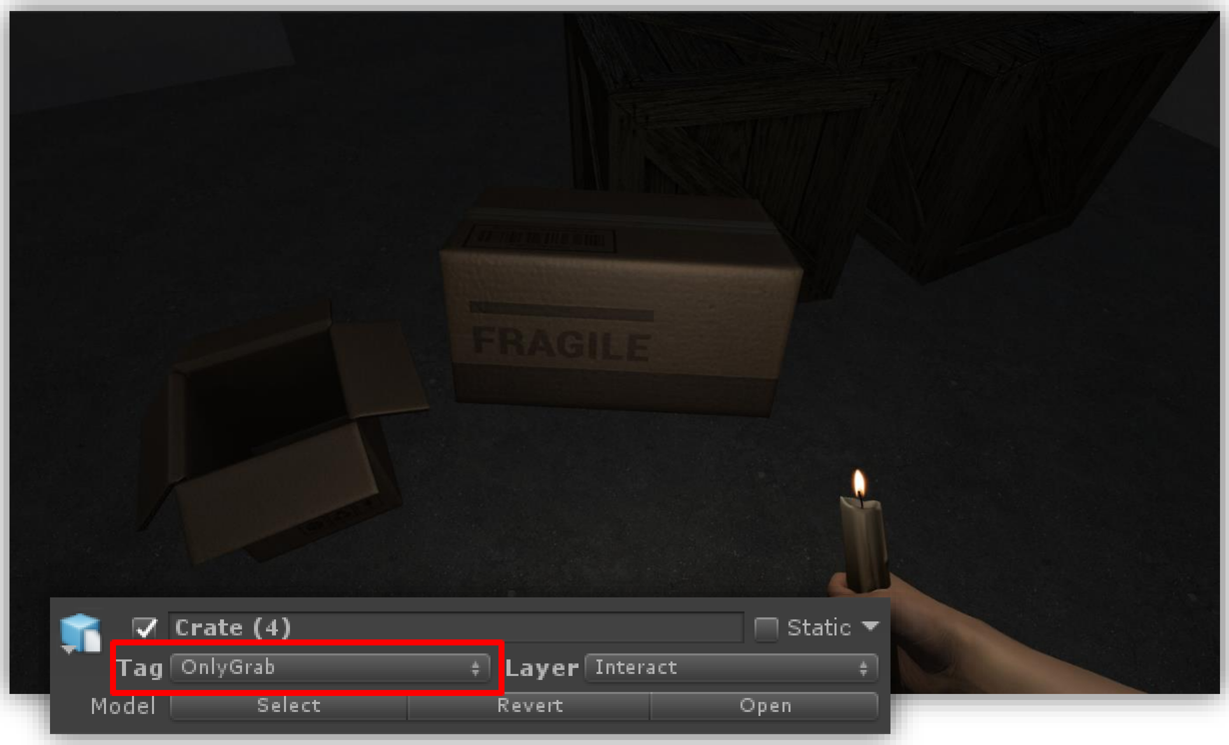
ALL OBJECTS TAGGED WITH **GRAB** OR **ONLYGRAB** TAG WILL BE DRAGGABLE

- YOU CAN ROTATE, ZOOM AND THROW DRAGGED OBJECT

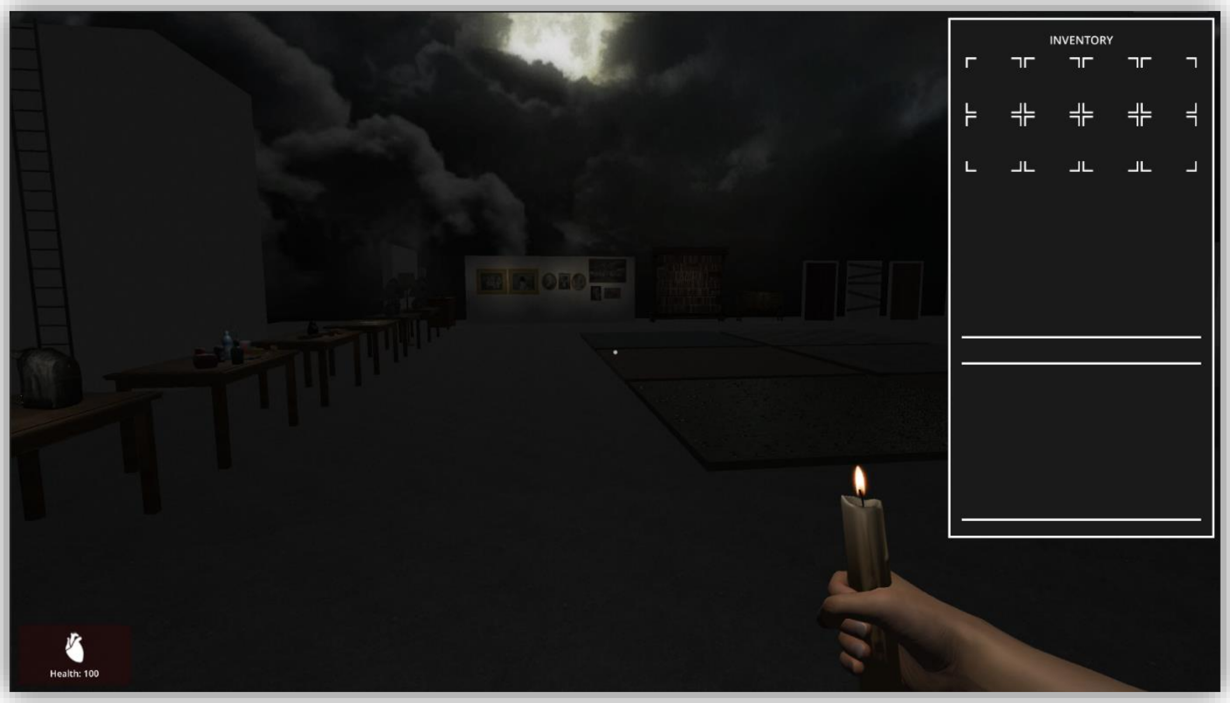
THE **GRAB** TAG IS FOR DRAGGABLE AND PICKUPABLE ITEMS



AND THE **ONLYGRAB** TAG IS FOR CRATES OR FOR ITEMS THAT CAN BE ONLY DRAGGABLE

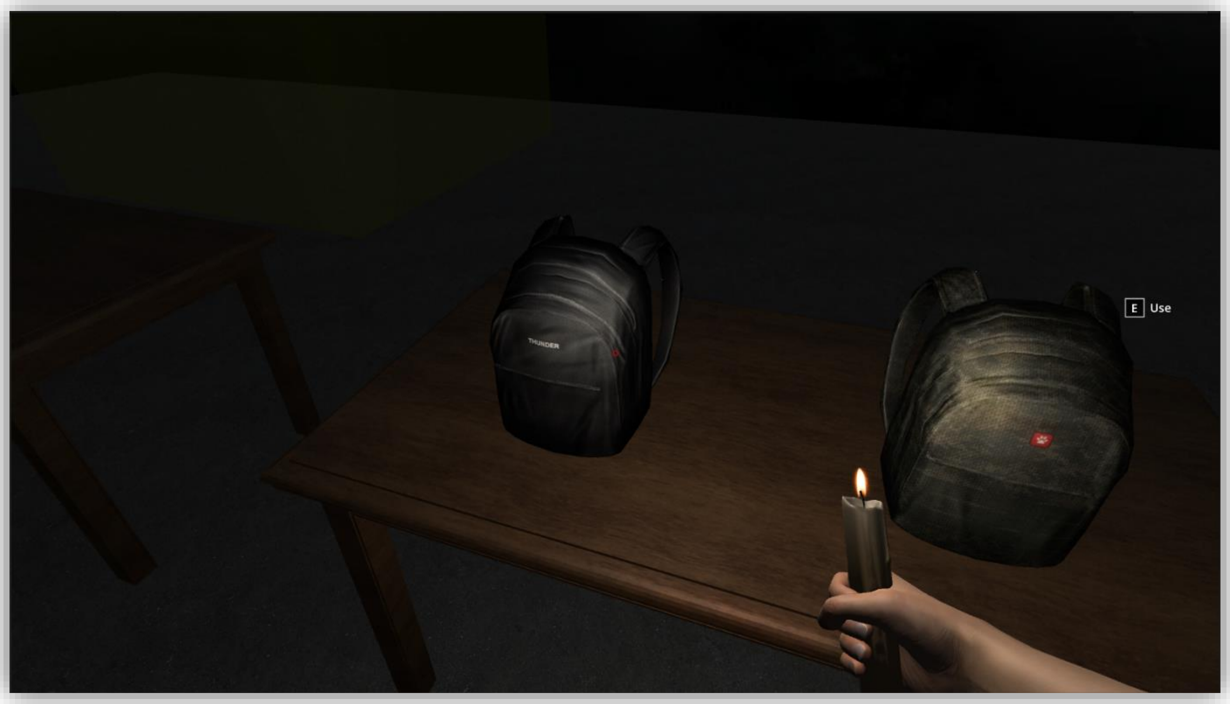


INVENTORY

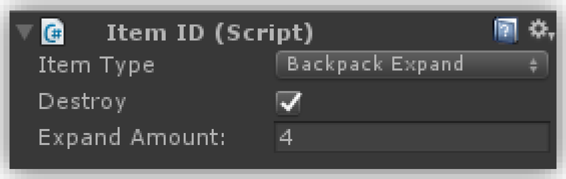


- YOU CAN SHOW INVENTORY MENU BY PRESSING **TAB** BUTTON
- TO CHANGE INVENTORY SHOW BUTTON YOU NEED TO GO TO THE **MAINMENU** AND CHANGE **INVENTORY DEFAULT BUTTON** IN **REBINADBLE INPUT SCRIPT** AND RECREATE CONFIG FILE

BACKPACK PICKUP (INVENTORY EXPAND)



- WHEN YOU PICKUP BACKPACK THE INVENOTRY WILL EXPAND BY **ITEMID EXPAND AMOUNT**


Item ID (Script)
Item Type: Backpack Expand
Destroy: ✓
Expand Amount: 4

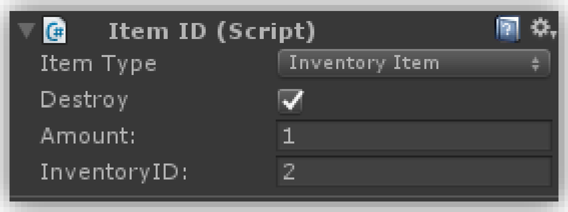
INVENTORY TWEAKS

- INVENTORY WORKS LIKE INVENTORY IN RESIDENT EVIL 7
- YOU CAN ADD, REMOVE, USE, COMBINE ITEMS IN INVENTORY
- THE MAIN SCRIPT FOR INVENTORY PICKUPS IS **ItemID.cs**

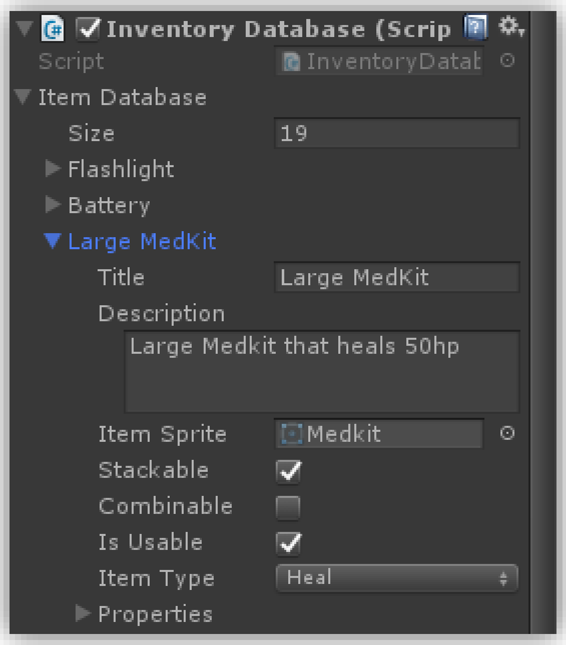
INVENTORY ITEM PICKUP

- IF YOU WANT MAKE YOUR ITEM WORKS WITH INVENTORY FOLLOW THESE STEPS

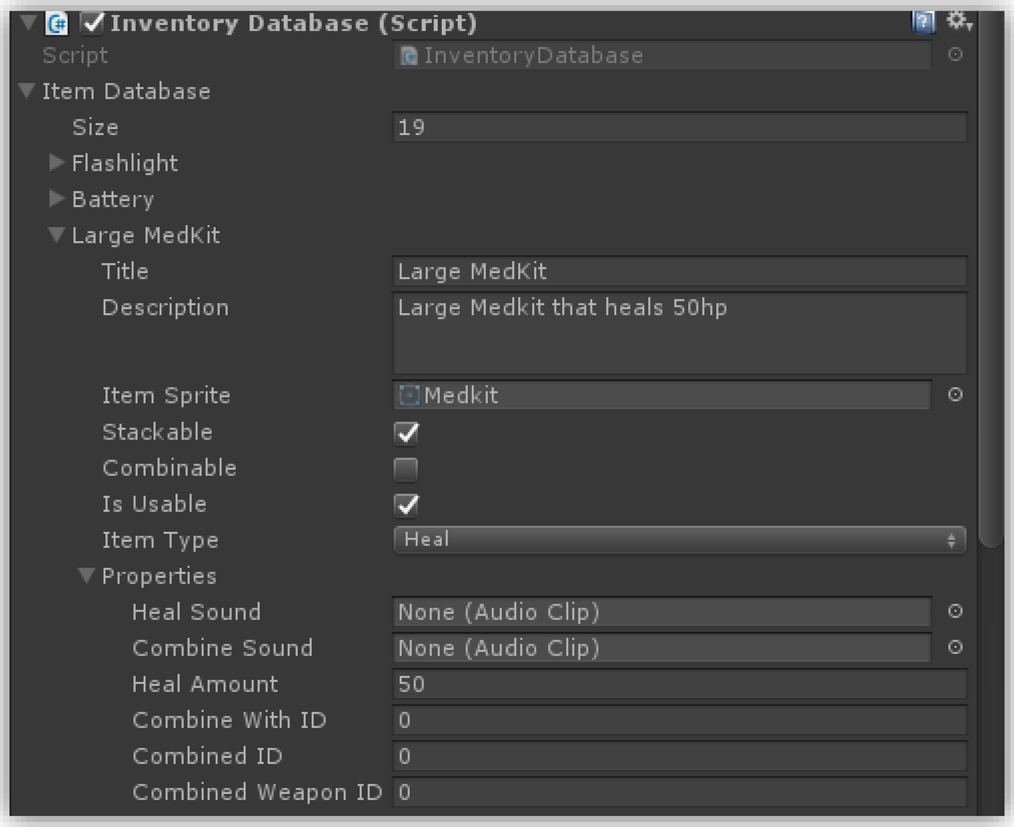
1. ADD **ItemID.cs** SCRIPT TO YOUR OBJECT AND CHANGE **ITEM TYPE** TO **INVENTORY ITEM**


Item ID (Script)
Item Type: Inventory Item
Destroy: ✓
Amount: 1
InventoryID: 2

2. THEN YOU NEED TO ADD YOUR ITEM TO **INVENTORY DATABASE** IN **GAMEMANAGER** OBJECT


Inventory Database (Scrip
Script: InventoryDatat
Item Database
Size: 19
Flashlight
Battery
Large MedKit
Title: Large MedKit
Description: Large Medkit that heals 50hp
Item Sprite: Medkit
Stackable: ✓
Combinable:
Is Usable: ✓
Item Type: Heal
Properties

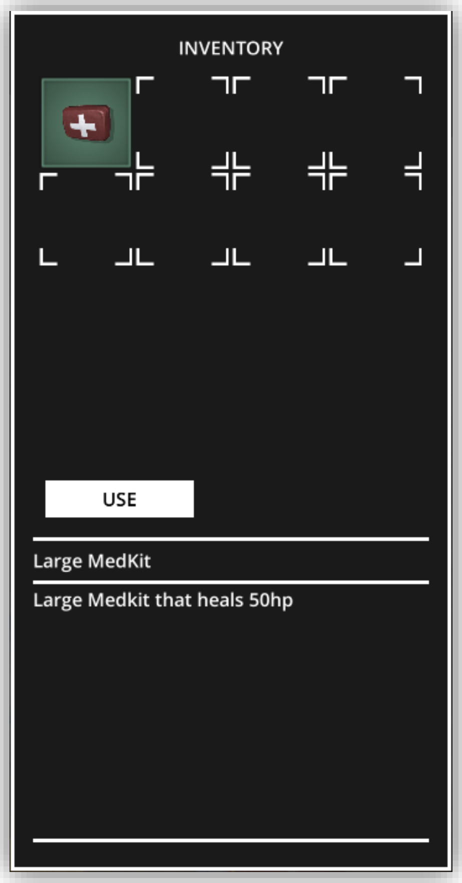
3. THEN YOU MUST WRITE TITE, LITTLE DESCRIPTION OF YOUR ITEM AND SET ITEM ICON
4. AFTER THAT YOU CAN SET SOME PROPERTIES OF YOUR ITEM IN MY CASE I SET **ITEM TYPE TO HEAL** AND CHANGED **HEAL AMOUNT**



Inventory Database (Script)

Script	InventoryDatabase
Item Database	
Size	19
Flashlight	
Battery	
Large MedKit	
Title	Large MedKit
Description	Large Medkit that heals 50hp
Item Sprite	Medkit
Stackable	✓
Combinable	
Is Usable	✓
Item Type	Heal
Properties	
Heal Sound	None (Audio Clip)
Combine Sound	None (Audio Clip)
Heal Amount	50
Combine With ID	0
Combined ID	0
Combined Weapon ID	0

- MY ITEM ID IS 2 BECAUSE INVENTORY DATABASE COUNTS FROM 0,1,2...

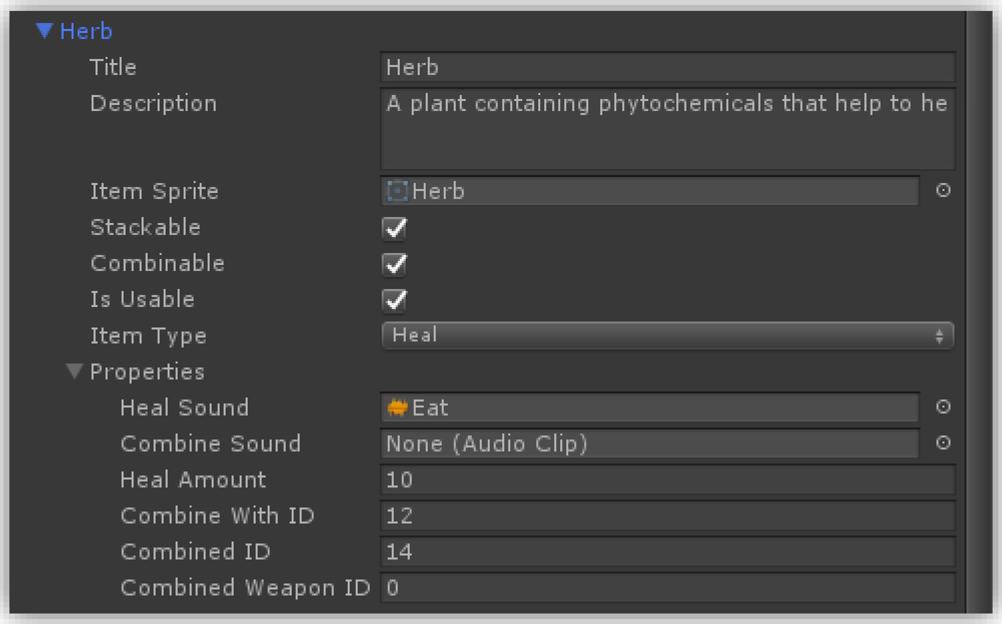


Large MedKit

Large Medkit that heals 50hp

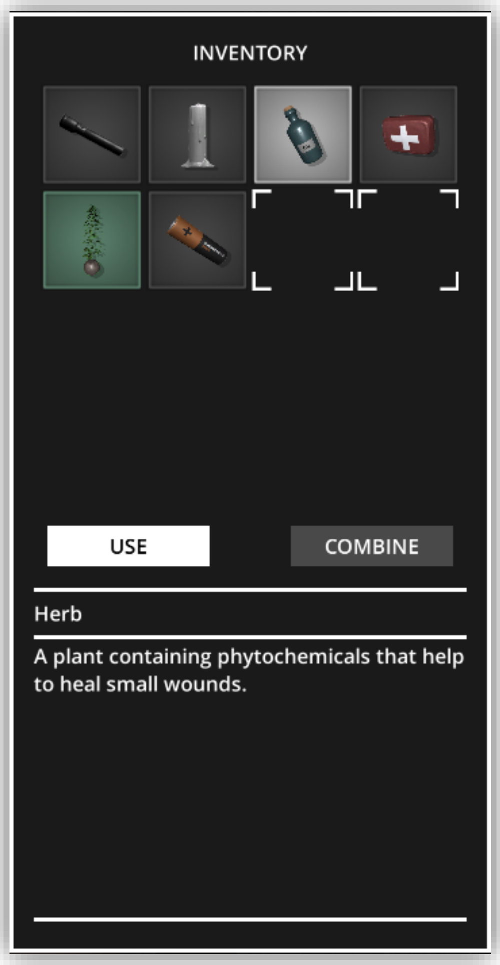
COMBINABLE ITEM

- THE ONLY THING WHAT YOU NEED TO DO IS SET SOME PROPERTIES IN INVENTORY DATABASE TO MAKE ITEM COMBINABLE



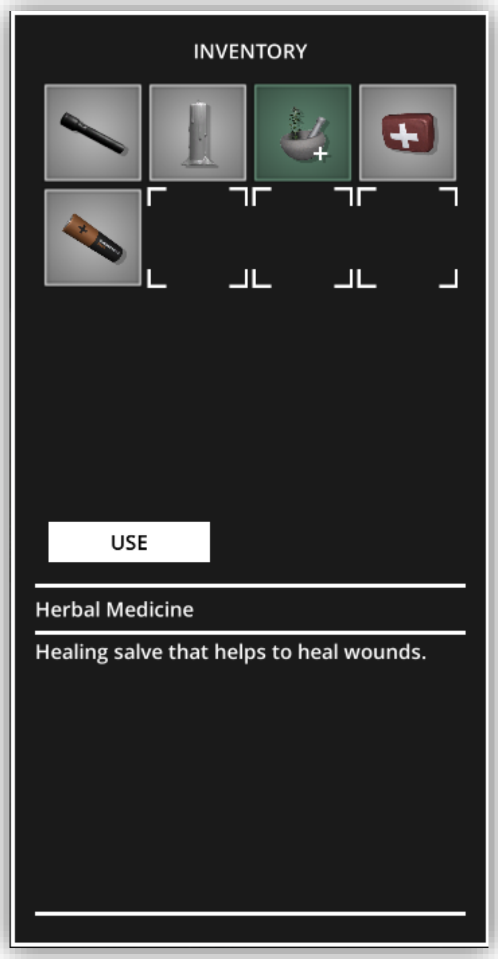
▼ Herb	
Title	Herb
Description	A plant containing phytochemicals that help to he
Item Sprite	Herb
Stackable	✓
Combinable	✓
Is Usable	✓
Item Type	Heal
▼ Properties	
Heal Sound	Eat
Combine Sound	None (Audio Clip)
Heal Amount	10
Combine With ID	12
Combined ID	14
Combined Weapon ID	0

- YOU NEED TO TICK **COMBINABLE** BOOL AND THEN SET **COMBINE WITH ID** AND **COMBINED ID** IN PROPERTIES SECTION TO TELL WHAT ITEM CAN BE COMBINED WITH THIS ITEM AND WHAT ITEM YOU GET AFTER COMBINE



Herb

A plant containing phytochemicals that help to heal small wounds.



Herbal Medicine

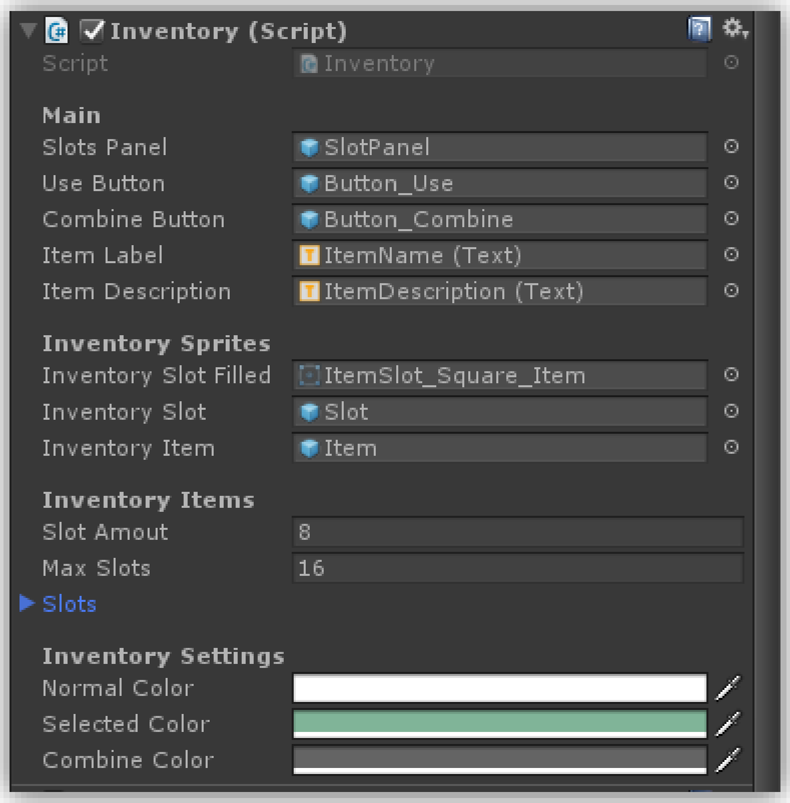
Healing salve that helps to heal wounds.

INVENTORY EXTRA FUNCTIONS

- YOU CAN FIND SOME EXTRA FUNCTIONS IN **INVENTORY DATABASE** IN **ITEM TYPE** DROPDOWN LIKE WEAPON, COMBINE GET WEAPON AND BULLETS, THIS FUNCTIONS WILL BE SHOWED IN FUTURE UPDATE 1.4 THAT COME SOON!

CHANGING INVENTORY SETTINGS

- IF YOU DON'T LIKE INVENTORY VISUAL YOU CAN CHANGE SOME SETTINGS IN **INVENTORY** SCRIPT THAT YOU CAN FIND IN **GAMEMANAGER** OBJECT



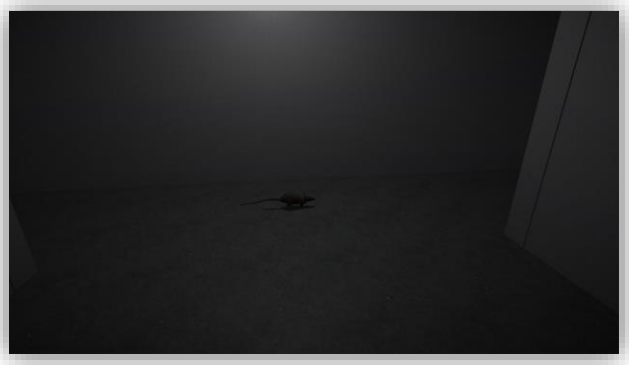
Inventory (Script)

Script	Inventory
Main	
Slots Panel	SlotPanel
Use Button	Button_Use
Combine Button	Button_Combine
Item Label	ItemName (Text)
Item Description	ItemDescription (Text)
Inventory Sprites	
Inventory Slot Filled	ItemSlot_Square_Item
Inventory Slot	Slot
Inventory Item	Item
Inventory Items	
Slot Amout	8
Max Slots	16
Slots	
Inventory Settings	
Normal Color	⬜
Selected Color	🟩
Combine Color	⬛

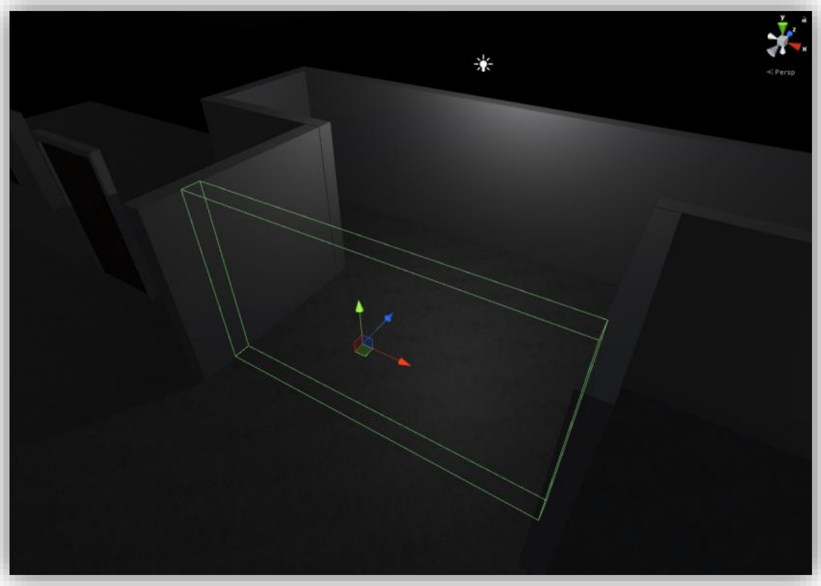
JUMPSCARES

TRIGGER ANIMATION

- USE THIS TYPE OF JUMPSCARE TO MAKE OBJECT OR CREATURE MOVE WHEN YOU GO TO THE TRIGGER
- FOR EXAMPLE I USED RAT

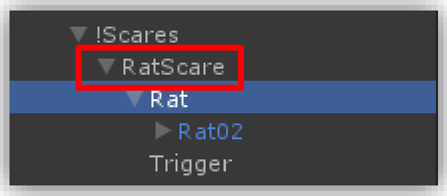


1. FIRST YOU MUST CREATE TRIGGER



- IF YOU WANT TO MAKE CREATURE WALK OR RUN THE ANIMATION MUST BE LOOPABLE

2. THEN CREATE EMPTY GAMEOBJECT AND MOVE CREATURE TO IT

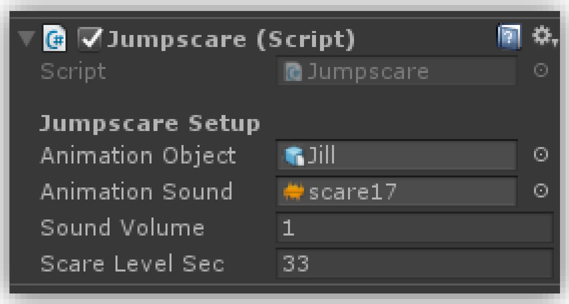


```
▼ !Scares
  ▼ RatScare
    ▼ Rat
      ▶ Rat02
    Trigger
```

3. ADD **TriggerAnimation.cs** TO TRIGGER GAMEOBJECT
4. AND SET **ANIMATION OBJECT** TO OBJECT WHERE IS ANIMATION THAT WILL BE PLAYED WHEN YOU GO TO THE TRIGGER

JUMPSCARE ANIMATION

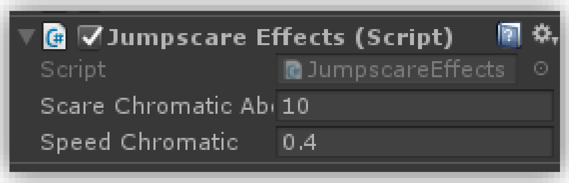
- JUMPSCARE ANIMATION IS SAME AS TRIGGER ANIMATION BUT WITH SPECIAL SCARE EFFECTS
- YOU CAN CREATE IT WITH SAME STEPS AS TRIGGER ANIMATION BUT ADD **Jumpscare.cs** SCRIPT TO TRIGGER GAMEOBJECT



Jumpscare (Script)

Script	Jumpscare
Jumpscare Setup	
Animation Object	Jill
Animation Sound	scare17
Sound Volume	1
Scare Level Sec	33

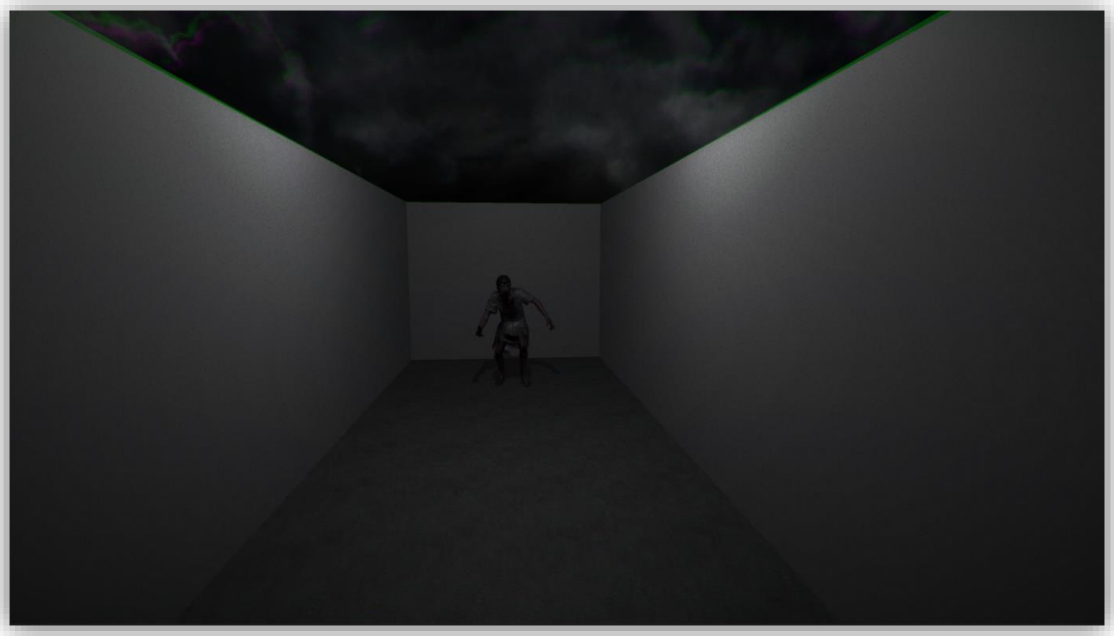
- YOU CAN SET HOW LONG WILL BE PLAYER SCARED BY SETTING **SCARE LEVEL SEC** IN SECONDS (SCARED BREATHING)
- THIS SCRIPT IS LINKED WITH PLAYER **JumpscareEffects.cs** SCRIPT IN MOUSELOOK GAMEOBJECT
- **JUMPSCARE EFFECTS** CONTROL CAMERA SHAKE, SCARED BREATH AND CHROMATIC ABERATION



Jumpscare Effects (Script)

Script	JumpscareEffects
Scare Chromatic Ab	10
Speed Chromatic	0.4

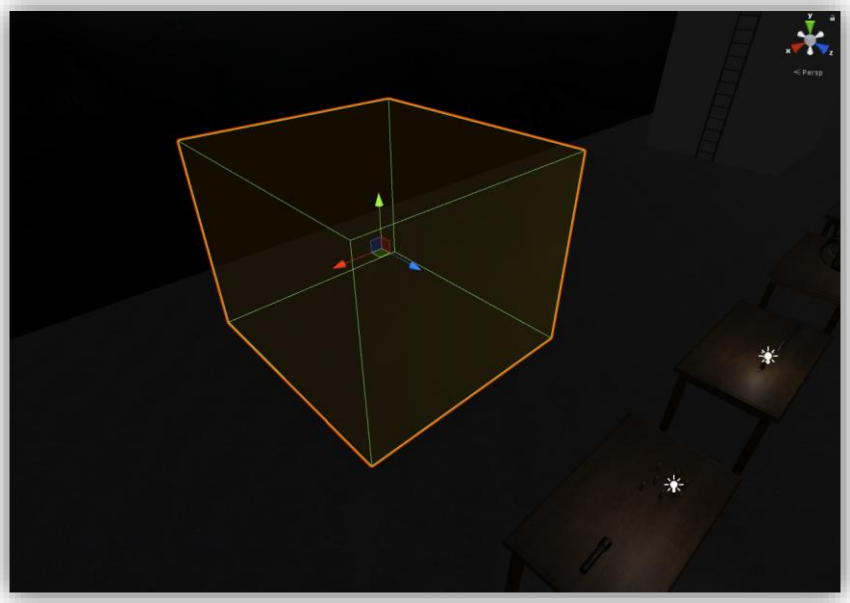
- IF YOU HAVE PROBLEMS WITH CREATING JUMPSCARE ANIMATION YOU CAN GO TO MY YOUTUBE CHANNEL AND WATCH MY JUMPSCARE TUTORIAL: **JUMPSCARE TUTORIAL**



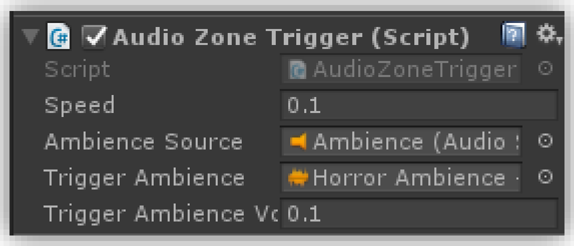
AUDIO ZONE TRIGGER

- THIS IS GOOD FOR GOING TO OTHER ROOMS TO CHANGE AMBIENCE AUDIO

1. FIRST CREATE TRIGGER



2. AND ADD **AudioZoneTrigger.cs** TO TRIGGER OBJECT



Audio Zone Trigger (Script)

Script	AudioZoneTrigger
Speed	0.1
Ambience Source	Ambience (Audio :
Trigger Ambience	Horror Ambience -
Trigger Ambience Vc	0.1

- YOU CAN CHANGE TRANSITION SPEED, AMBIENCE SOUND AND AMBIENCE VOLUME

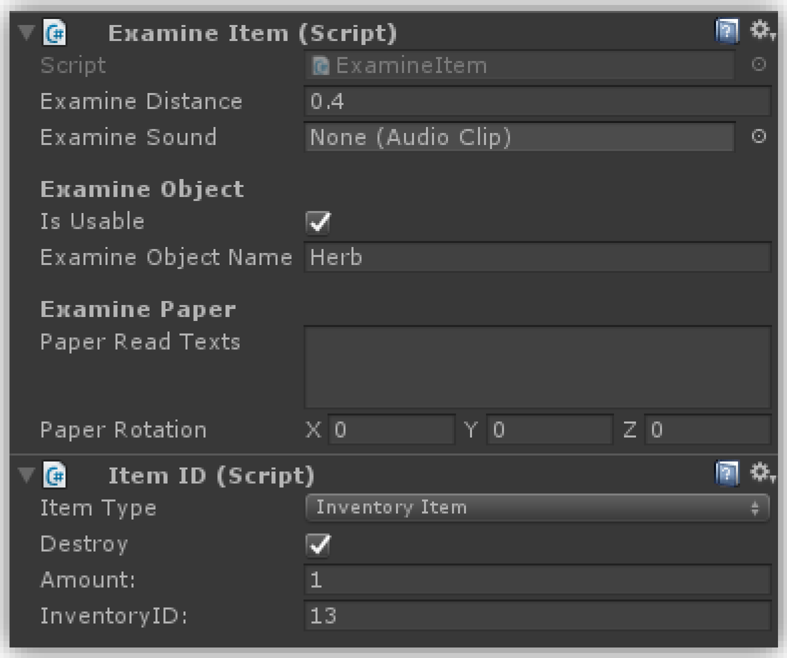
IF YOU WANT TO CHANGE STARTING AMBIENCE GO TO **FPSPLAYER -> SOUND EFFECTS -> AMBIENCE** AND DRAG YOUR AMBIENCE TO AUDIO SOURCE

ADDING EXAMINE OBJECTS

- OBJECT MUST HAVE RIGIDBODY AND COLLIDER
- YOU CAN ROTATE AND EXAMINE OBJECT

1. CHANGE EXAMINE OBJECT TAG TO "**Examine**" AND LAYER TO "**Interact**"
2. THEN ADD **ExamineItem.cs** TO EXAMINE OBJECT

- YOU CAN CHANGE OBJECT NAME IN **EXAMINE OBJECT NAME**
- AND YOU CAN ADJUST OBJECT **EXAMINE DISTANCE**
- IF YOU WANT MAKE OBJECT EXAMINABLE AND USABLE TICK **IS USABLE** BOOL



Examine Item (Script)

Script	ExamineItem
Examine Distance	0.4
Examine Sound	None (Audio Clip)

Examine Object

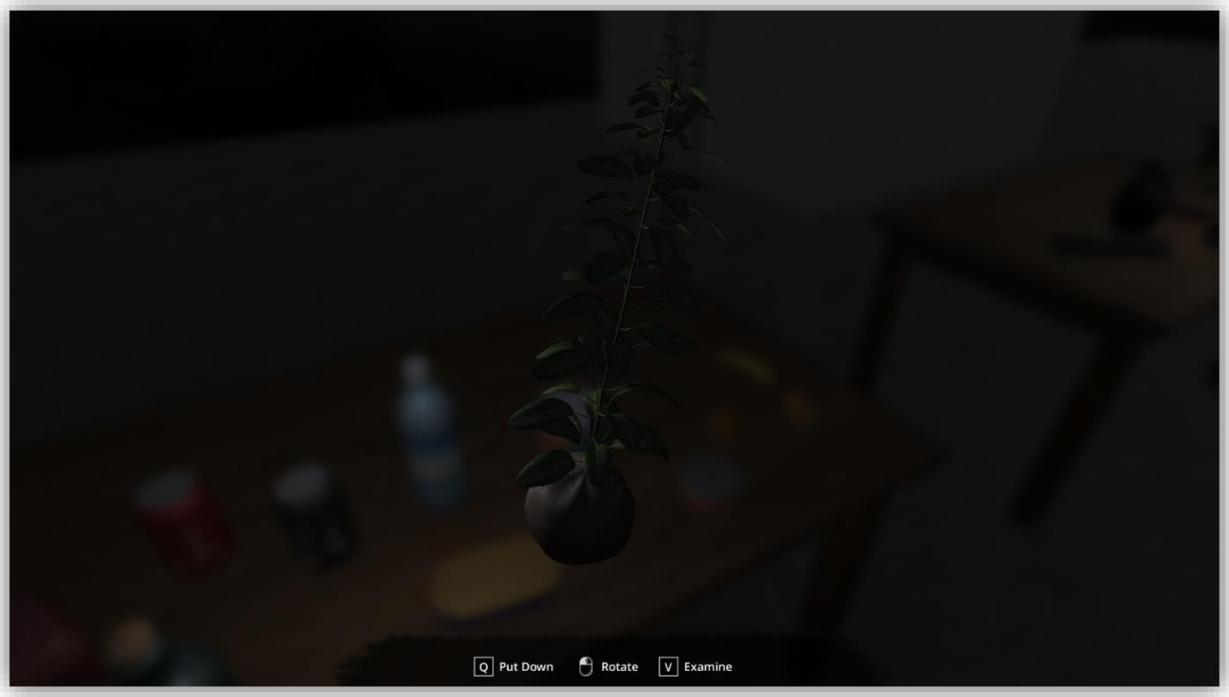
Is Usable	✓
Examine Object Name	Herb

Examine Paper

Paper Read Texts	
Paper Rotation	X 0 Y 0 Z 0

Item ID (Script)

Item Type	Inventory Item
Destroy	✓
Amount:	1
InventoryID:	13

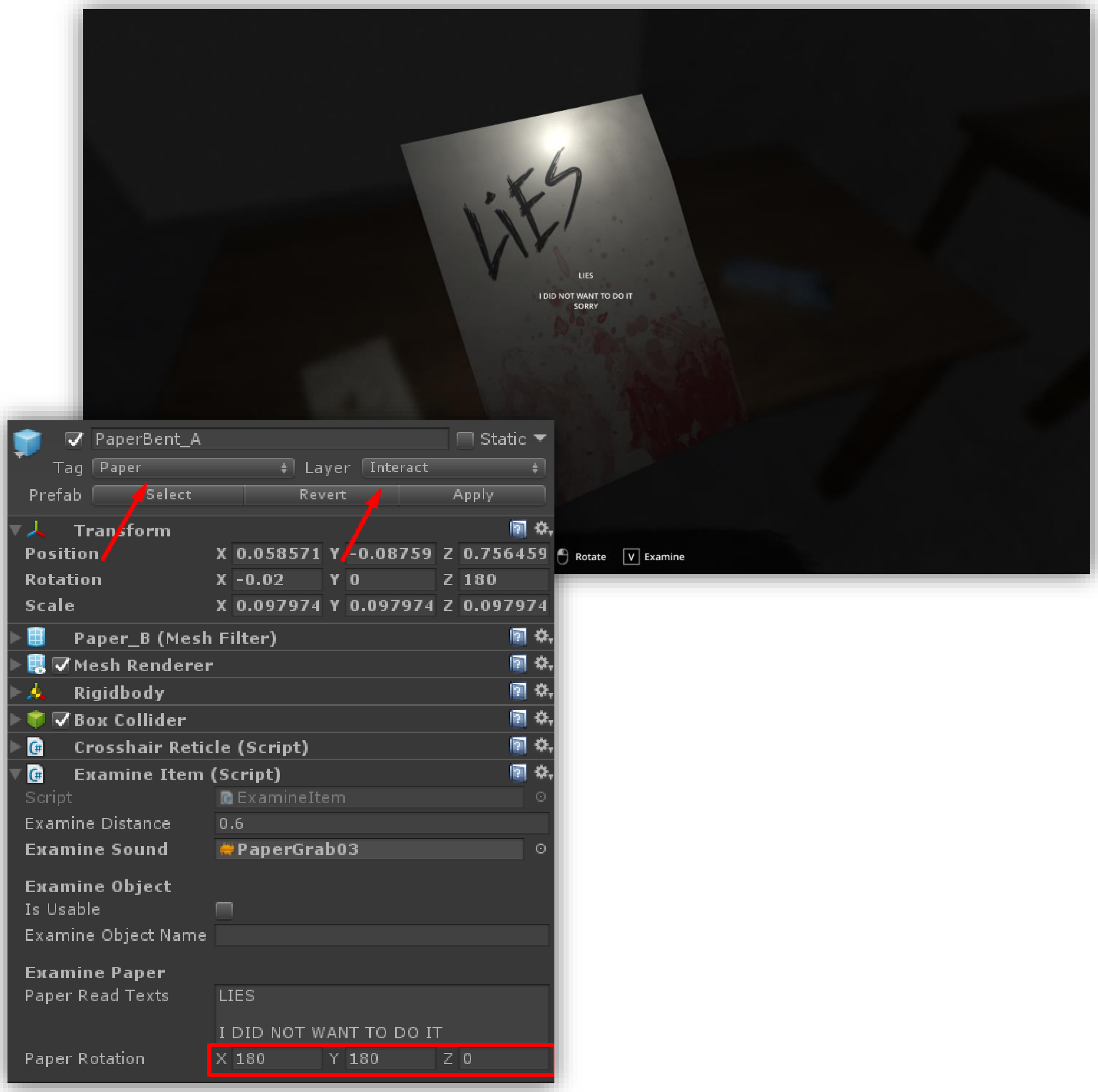


ADDING NEW PAPERS

THE PAPER PICKUP SYSTEM WORKS LIKE PAPER EXAMINE METHOD (LIKE IN OTHER POPULAR HORROR GAMES)

- **OBJECT MUST HAVE RIGIDBODY AND COLLIDER**
- YOU CAN ROTATE AND READ PAPERS

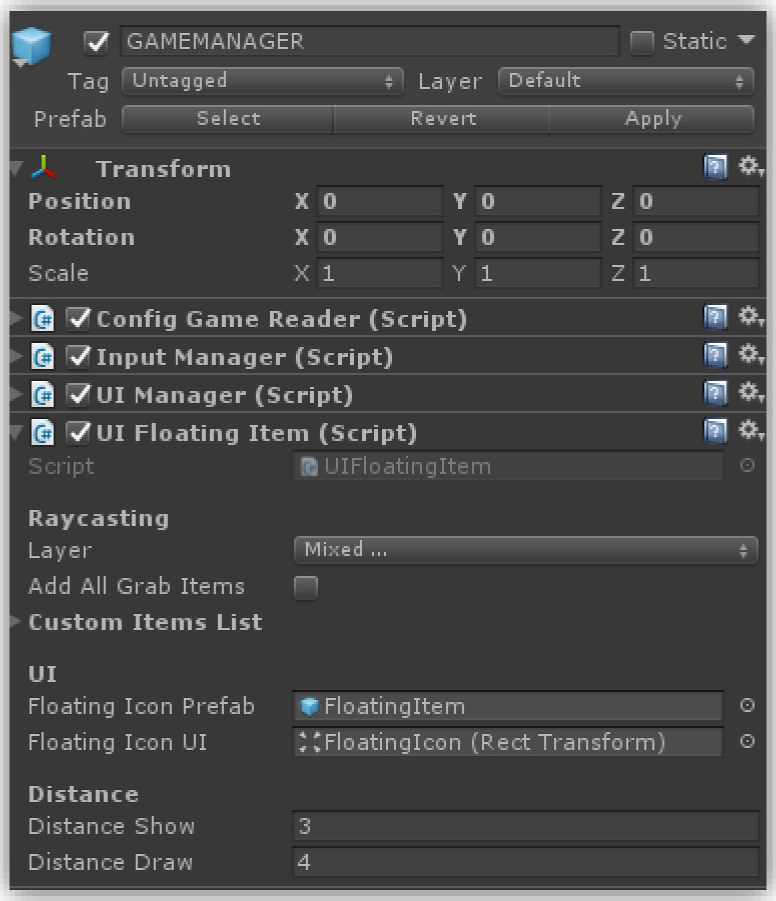
1. JUST DRAG AND DROP **ExamineItem.cs** SCRIPT TO PAPER
2. THEN CHANGE PAPER TAG TO "**Paper**" and LAYER TO "**Interact**"
3. MAIN PART IS SET **PAPER ROTATION** TO CORRECT ROTATION WHEN YOU EXAMINE PAPER
4. THEN YOU CAN CHANGE PAPER READ TEXT AND DISTANCE GRAB



```
✓ PaperBent_A                          Static
Tag    Paper              Layer   Interact
Prefab     Select          Revert          Apply

Transform
Position     X 0.058571  Y -0.08759  Z 0.756459
Rotation     X -0.02     Y 0         Z 180
Scale        X 0.097974  Y 0.097974  Z 0.097974

Paper_B (Mesh Filter)
✓ Mesh Renderer
Rigidbody
✓ Box Collider
Crosshair Reticle (Script)
Examine Item (Script)
Script                 ExamineItem
Examine Distance       0.6
Examine Sound          PaperGrab03

Examine Object
Is Usable              ☐
Examine Object Name

Examine Paper
Paper Read Texts       LIES

                       I DID NOT WANT TO DO IT
Paper Rotation         X 180     Y 180     Z 0
```

FLOATING ICON

- THIS SCRIPT IS LOCATED IN GAMEMANAGER
- YOU CAN ADD ALL GRABBABLE OBJECT BY CHECKING **ADD ALL GRAB ITEMS**
- IF YOU WANT ADD CUSTOM ITEMS JUST DRAG OBJECT TO **CUSTOM ITEMS LIST**



GAMEMANAGER — Static
Tag: Untagged — Layer: Default
Prefab: Select / Revert / Apply

Transform
- Position: X 0, Y 0, Z 0
- Rotation: X 0, Y 0, Z 0
- Scale: X 1, Y 1, Z 1

✓ Config Game Reader (Script)
✓ Input Manager (Script)
✓ UI Manager (Script)
✓ UI Floating Item (Script)

- Script: UIFloatingItem

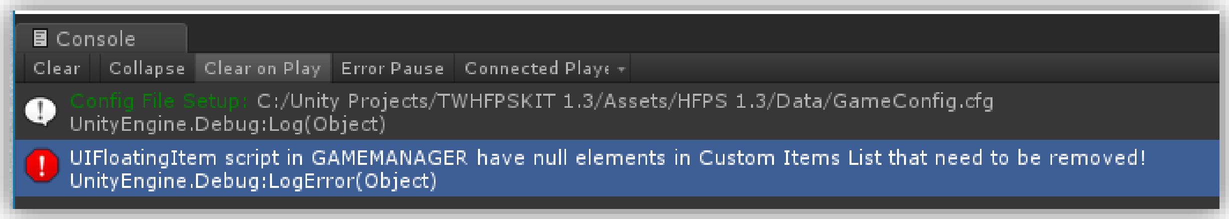
Raycasting
- Layer: Mixed ...
- Add All Grab Items: ☐
- Custom Items List

UI
- Floating Icon Prefab: FloatingItem
- Floating Icon UI: FloatingIcon (Rect Transform)

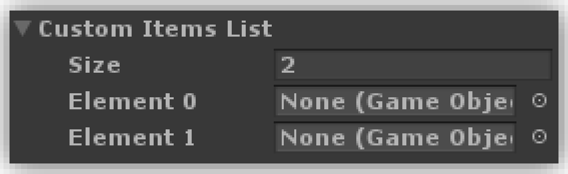
Distance
- Distance Show: 3
- Distance Draw: 4

- IF YOU WANT CHANGE FLOATING ICON CLICK ON **FloatingItem** PREFAB AND CHANGE TO YOUR OWN ICON

IF YOU HAVE ERROR ON CONSOLE FROM THIS SCRIPT, IS BECAUSE THE CUSTOM ITEMS LIST HAS NULL ELEMENTS (SET SIZE TO **0** TO FIX IT)



```
Config File Setup: C:/Unity Projects/TWHFPSKIT 1.3/Assets/HFPS 1.3/Data/GameConfig.cfg
UnityEngine.Debug:Log(Object)
UIFloatingItem script in GAMEMANAGER have null elements in Custom Items List that need to be removed!
UnityEngine.Debug:LogError(Object)
```



Custom Items List
- Size: 2
- Element 0: None (Game Obje
- Element 1: None (Game Obje

ADDING NEW FOOTSTEPS

REMEMBER IN **FOOTSTEPS.CS** SCRIPT FOOTSTEPS **ELEMENT 0 IS ALWAYS UNTAGGED AND ELEMENT 1 IS LADDER**

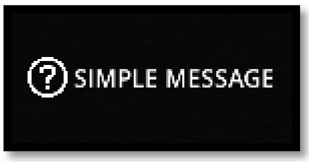
1. JUST ADD NEW ELEMENT AND CHANGE **GROUND TAG** TO YOUR NEW FOOTSTEP GROUND TYPE NAME
2. OPEN FOOTSTEP DROPDOWN AND ADD HOW MUCH FOOSTEPS YOU WANT

SHOWING CUSTOM NOTIFICATIONS

IF YOU WANT TO SHOW MESSAGE WHEN YOU PICKUP OBJECT OR IF YOU WANT TO SHOW INFO MESSAGE OR WARNING MESSAGE CONNECT YOUR SCRIPT WITH **UIManager.cs**

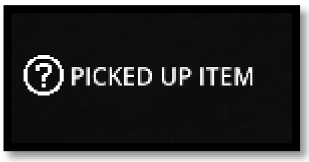
SIMPLE MESSAGE

```
uiManager.AddMessage ("Simple Message");
```



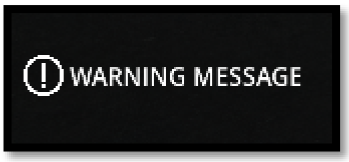
PICKUP MESSAGE

```
uiManager.AddPickupMessage ("Item");
```



WARNING MESSAGE

```
uiManager.WarningMessage ("Warning Message");
```



SHOWING CUSTOM HINT MESSAGE

IF YOU WANT TO SHOW CUSTOM HINT MESSAGE WHEN YOU GO TO TRIGGER USE THIS

1. FISRT LINK YOUR SCRIPT WITH **UIManager.cs**
2. IF YOU WANT TO SHOW HINT MESSAGE USE:

```
uiManager.ShowHint ("CustomHint");
```

BUG, ERROR REPORT

IF YOU FOUND BUG OR ERROR PLEASE SEND ME MESSAGE TO THIS EMAIL ADDRESS: thunderwiregames@gmail.com

OR VISIT MY WEBSITE CUSTOMER SUPPORT PAGE OR CONTACT PAGE

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